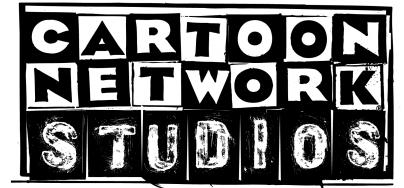




Date 05/16/13

“Betty”
1014-155
Original Board



- Board Team Final 05/16/13
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Nate Cash

Storyboard by
Jesse Moynihan
& Ako Castuera

ADVENTURE TIME



Page _____

Sc.

Pnl.

Bg.

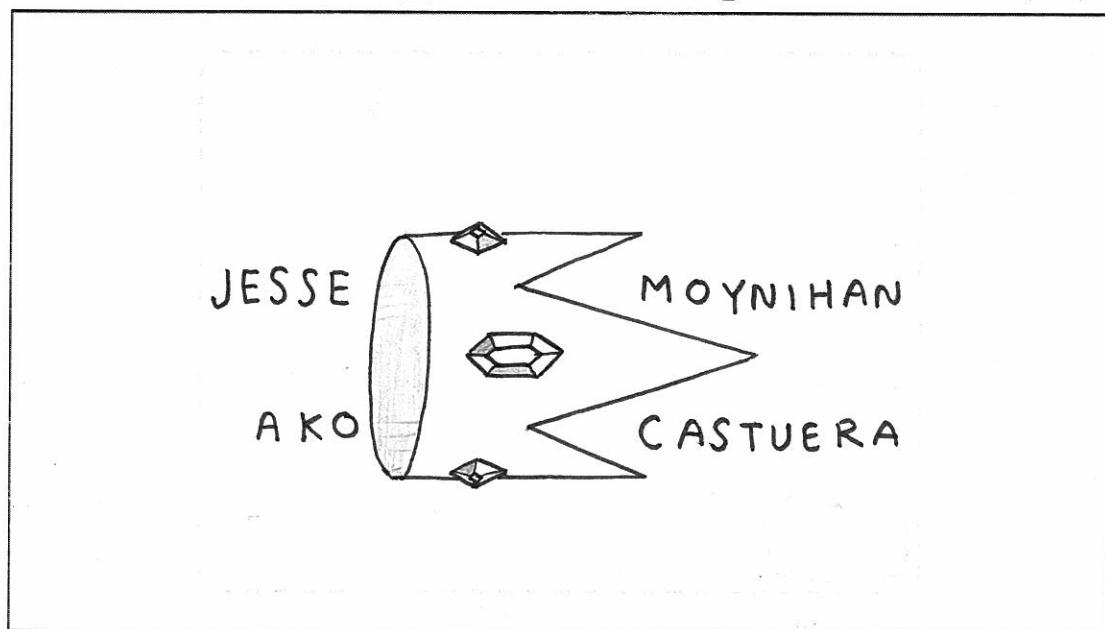
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

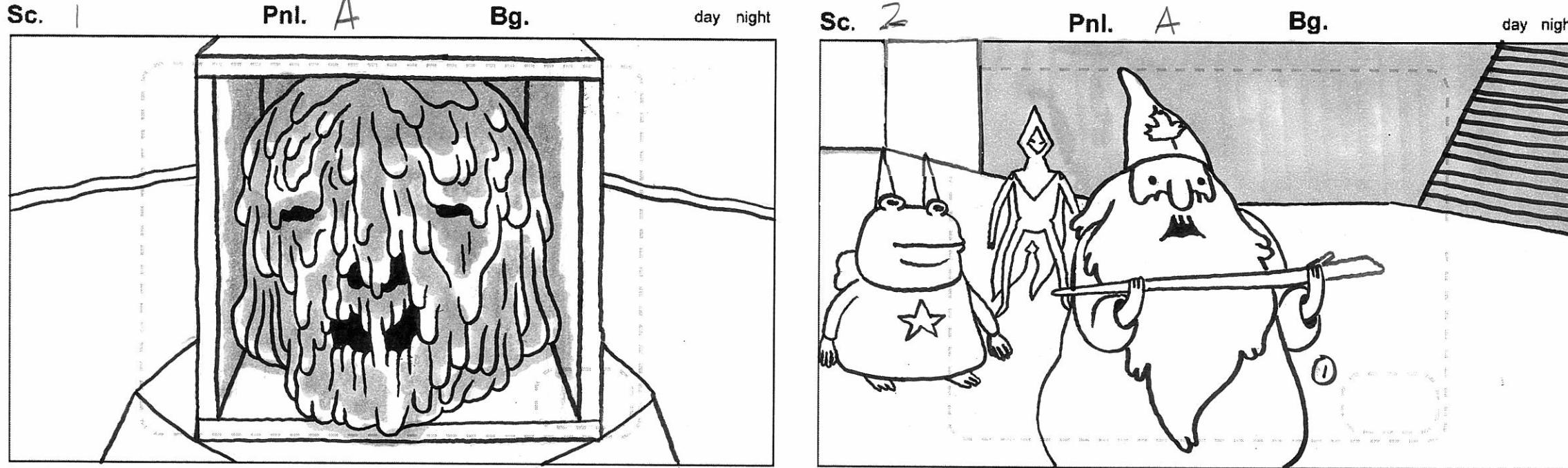
Production :

EPISODE # 1014-155

ADVENTURE TIME



Page 1

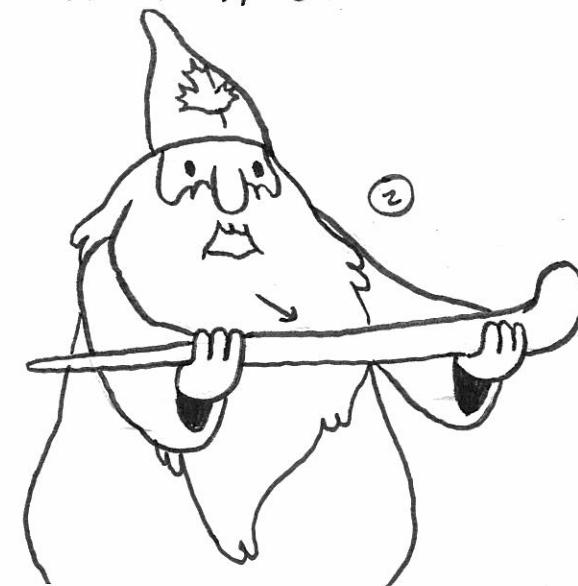


Dialog:
Bella Nocé / Have you obtained the Staff
of Stranson Doughblow?

Forest Wizard / ① Yes Bella Nocé. We procured the staff
using the ② full extent of our wizardy
ways.

Action:

Timing:



Production :

1014-155

EPISODE #

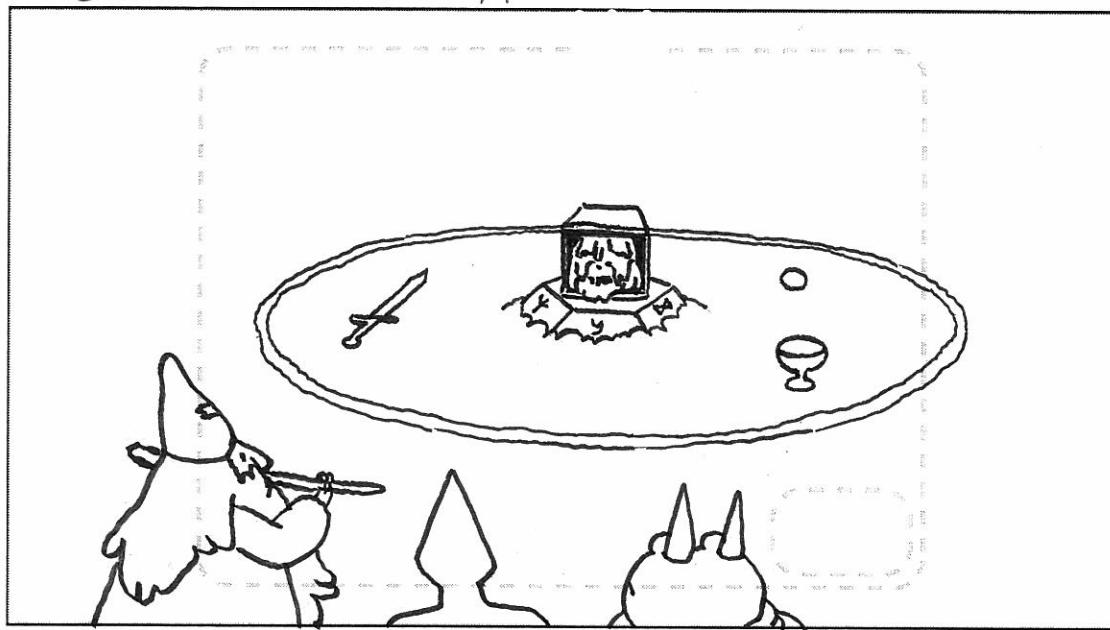
ADVENTURE TIME

Sc. 3

Pnl. A

Bg.

day night



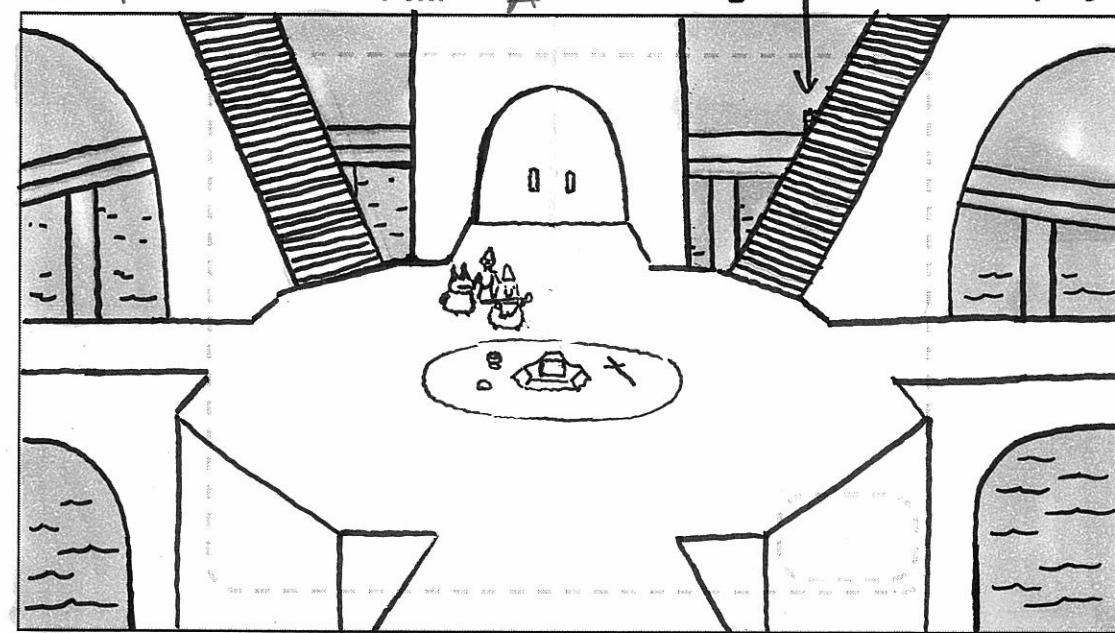
Sc. 4

Pnl. A

Bg.

Page 2
day night

ice king



Dialog:

Bella / Then the time has come —————→ to reveal my TRUE form

Action:

Timing:

1014-155

EPISODE #

Production :

ADVENTURE TIME



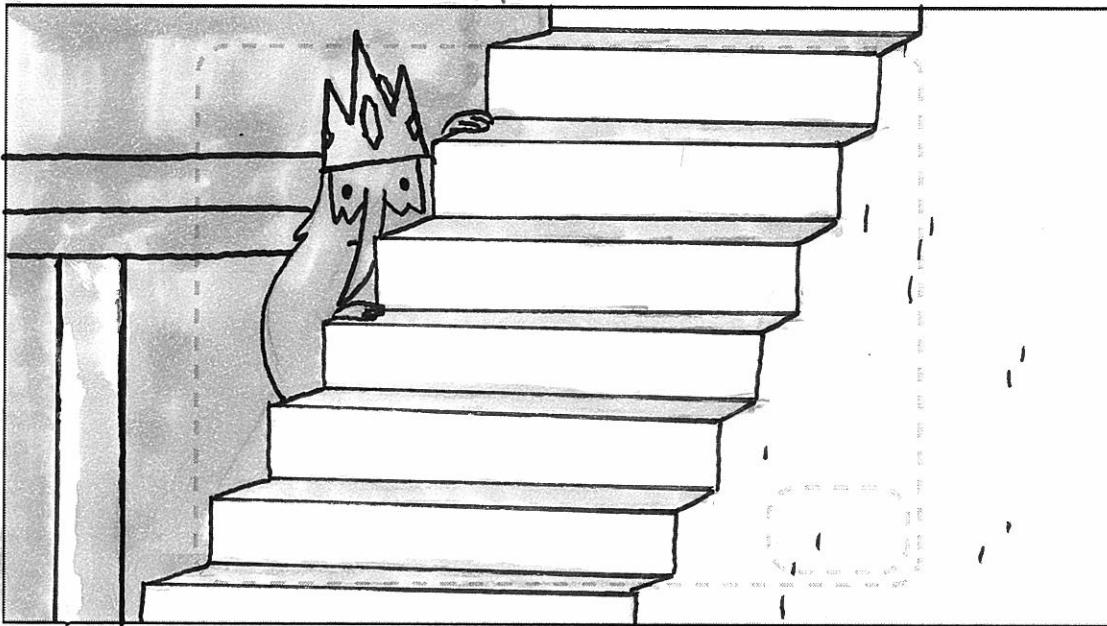
Page 3

Sc. 5

Pnl. A

Bg.

day night

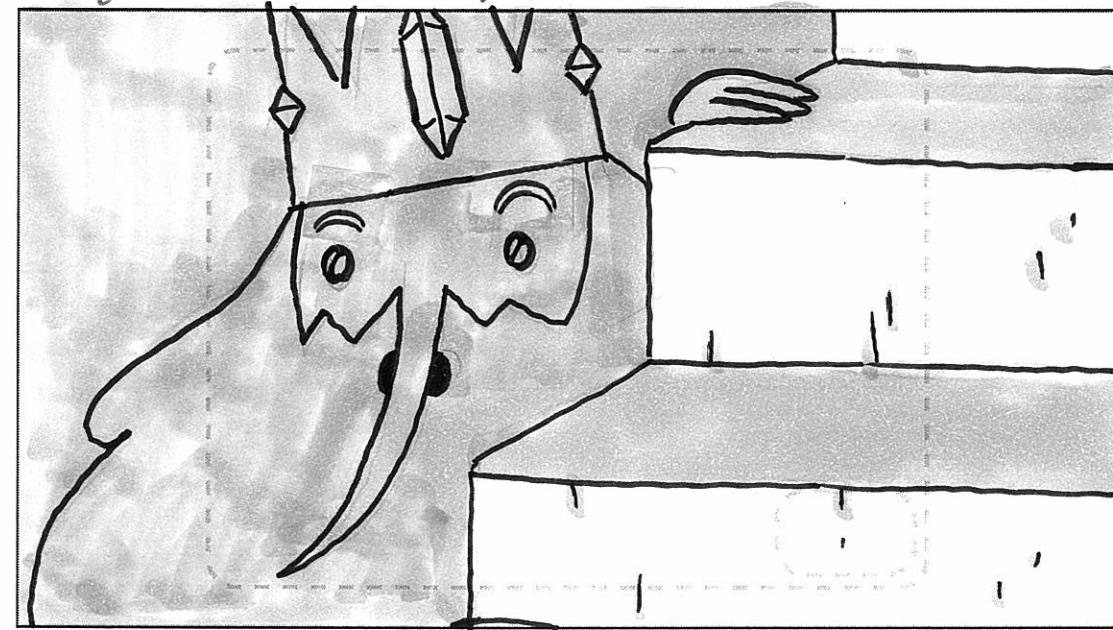


Sc. 6

Pnl. A

Bg.

day night



Dialog:

BN / - and when I materialize -

IK (whisper) / This striz is going down man!

BN (cont) / on this plane of existence -

Action:

Timing:

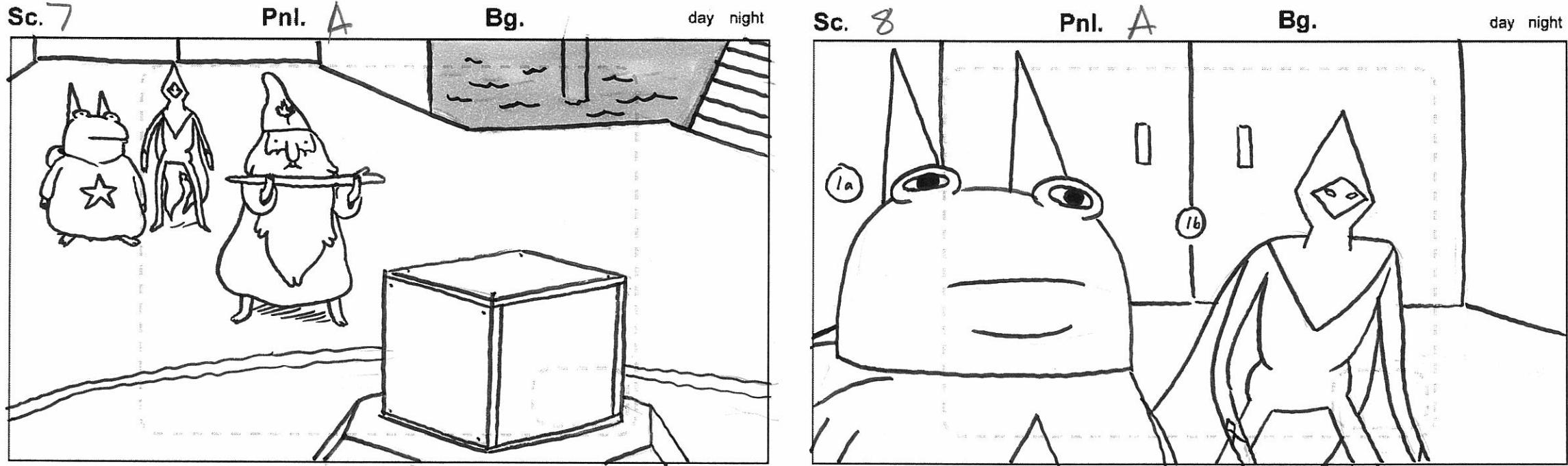
EPISODE # 1014-155

Production :

ADVENTURE TIME



Page 4



Dialog:
BN! - You will relieve your end of the deal.

Action:

Timing:

Laser Wiz / ① The lost system of ② Antideluvian Magick ③

EPISODE # 1014-155

Production :

ADVENTURE TIME



Page 5

Sc. 8

Pnl. B

Bg.

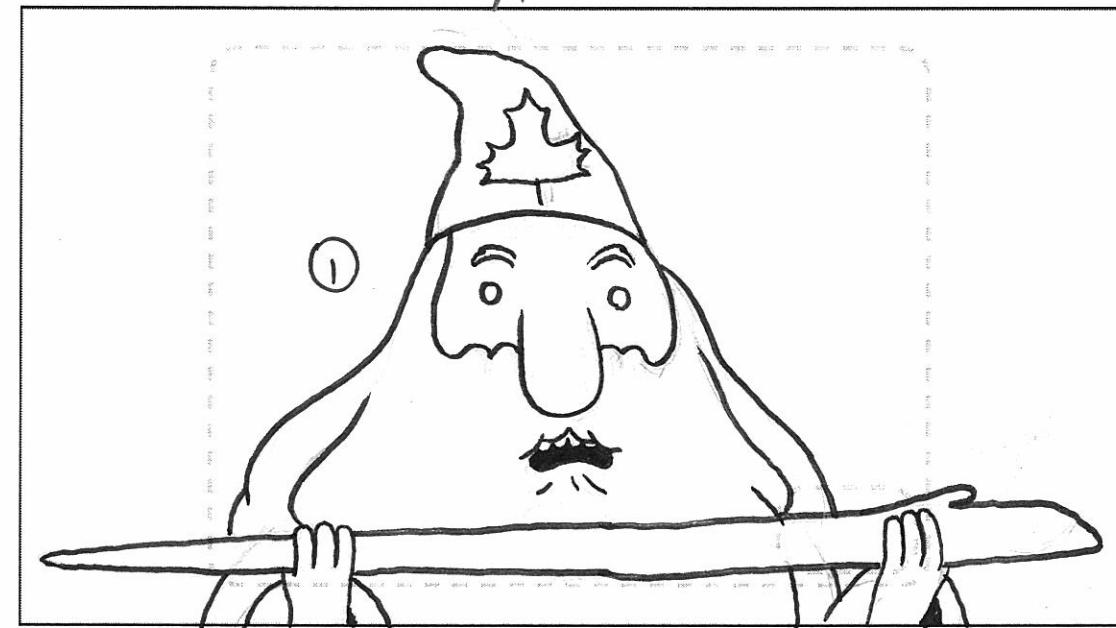
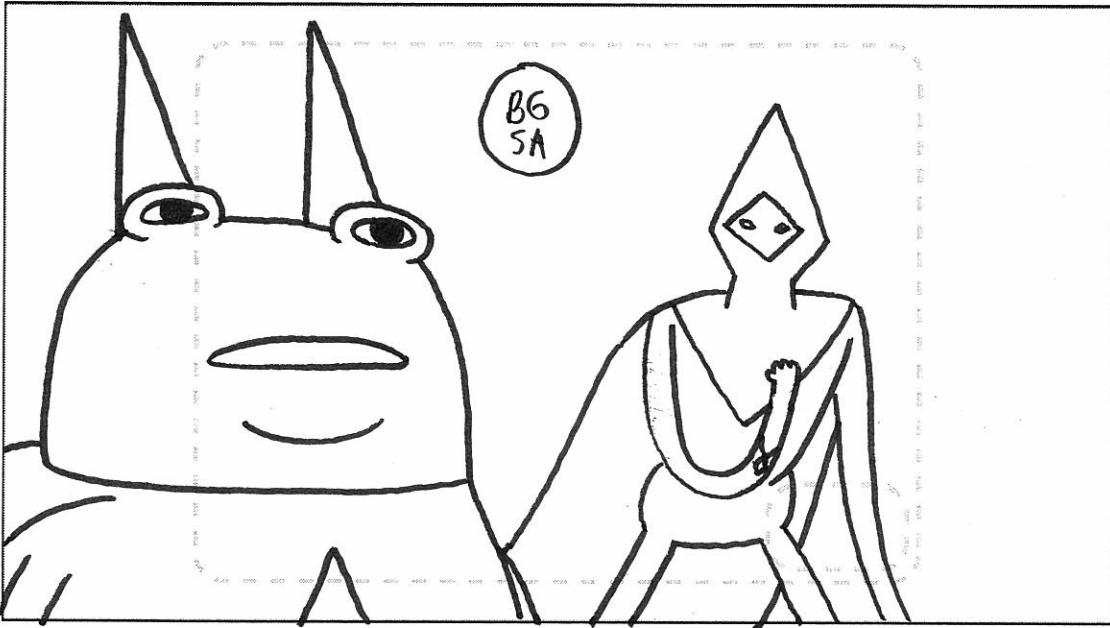
day night

Sc. 9

Pnl. A

Bg.

day night



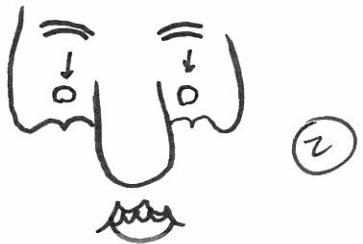
Dialog:

Bufo/ The tightest of all wiz biz.

Fw/①so right and tight I get@restless
leg syndrom about it.

Action:

Timing:



Production :

EPISODE # 1014-155

ADVENTURE TIME



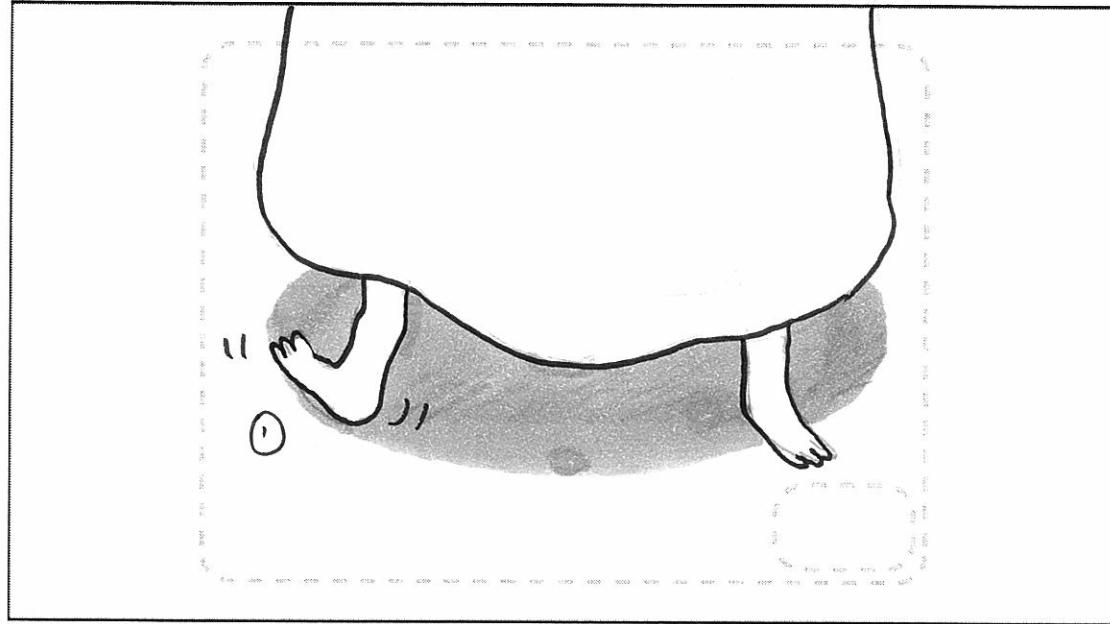
Page 6

Sc. 10

Pnl. A

Bg.

day night

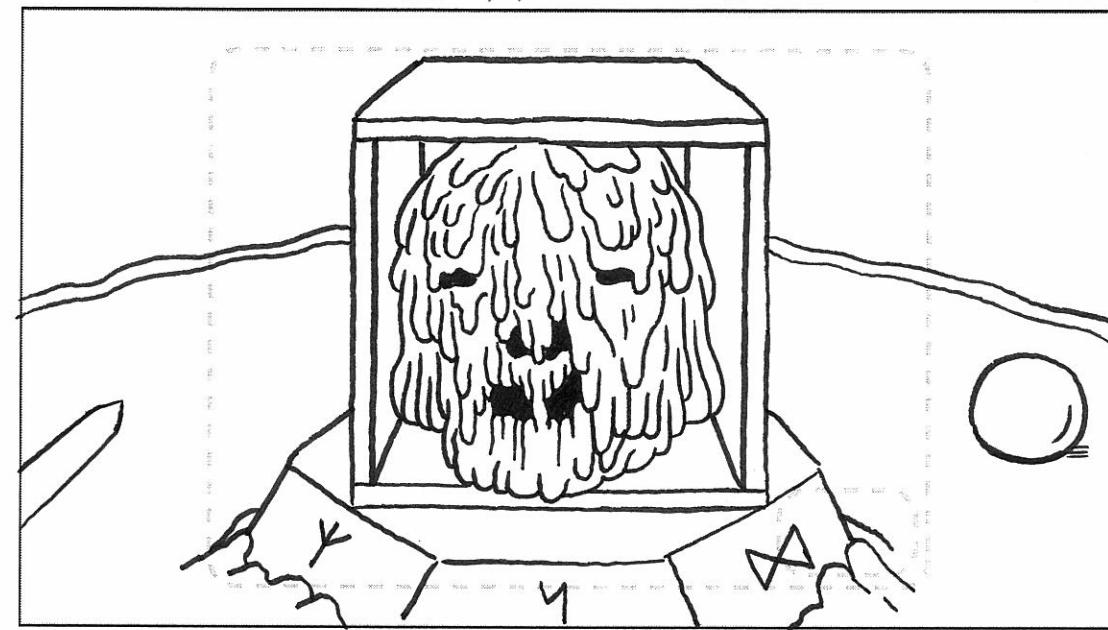


Sc. 11

Pnl. A

Bg.

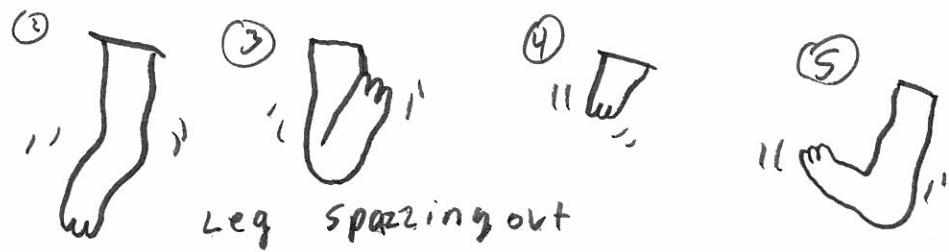
day night



Dialog:

Forest w/ L OOK!

Action:



Timing:

Bella Nockel and now it will be yours!

Production :

EPISODE # 1014-155

ADVENTURE TIME



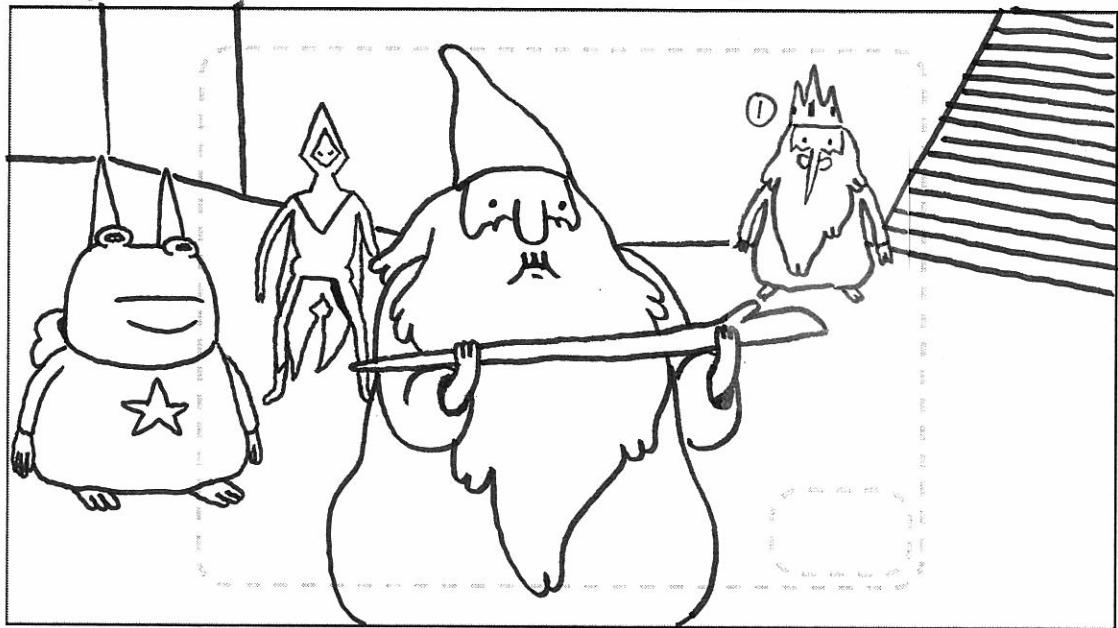
Page 7

Sc. 12

Pnl. A

Bg.

day night

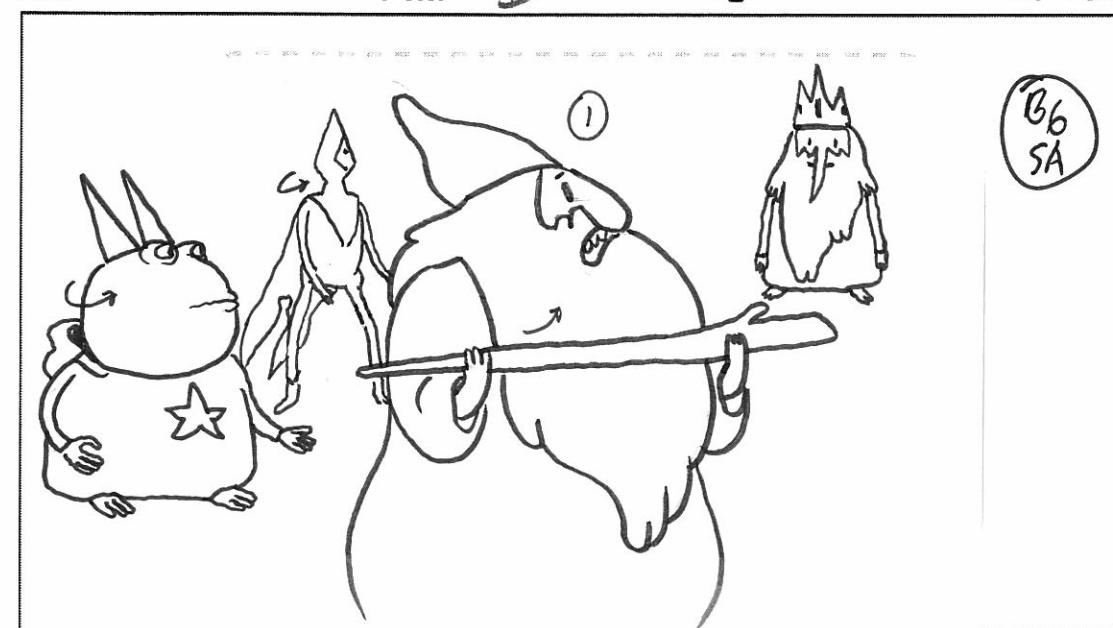


Sc.

Pnl. B

Bg.

day night



Dialog:

Ice King /① and /② MINE!



Action:

FW /① What the /② blood ?!



Timing:

Production :

1014-155

ADVENTURE TIME



Page 8

Sc. 13

Pnl. A

Bg.

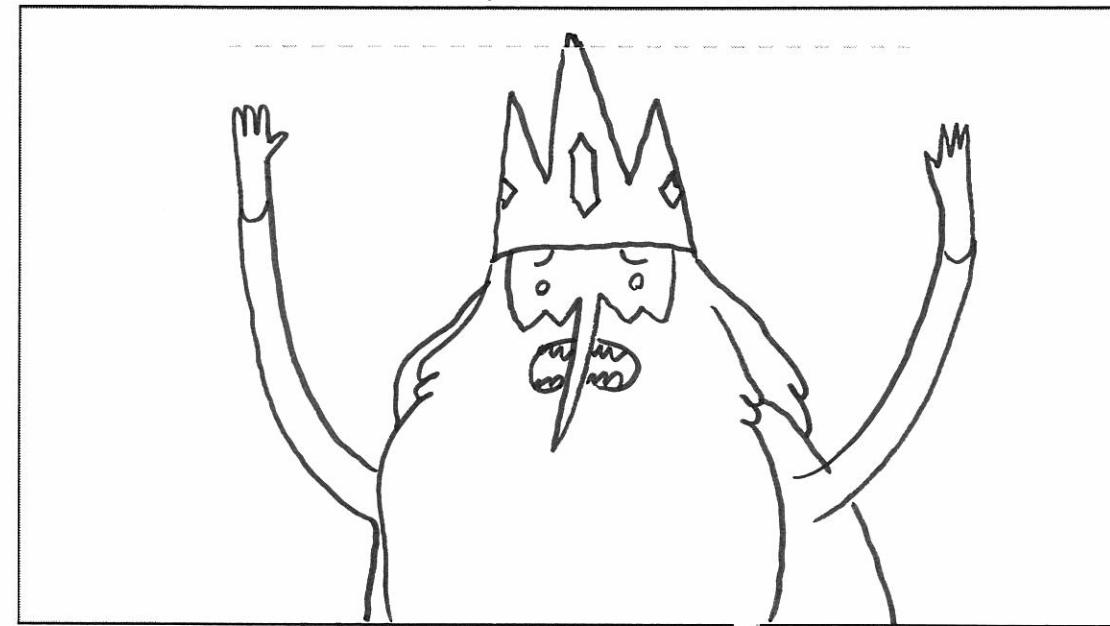
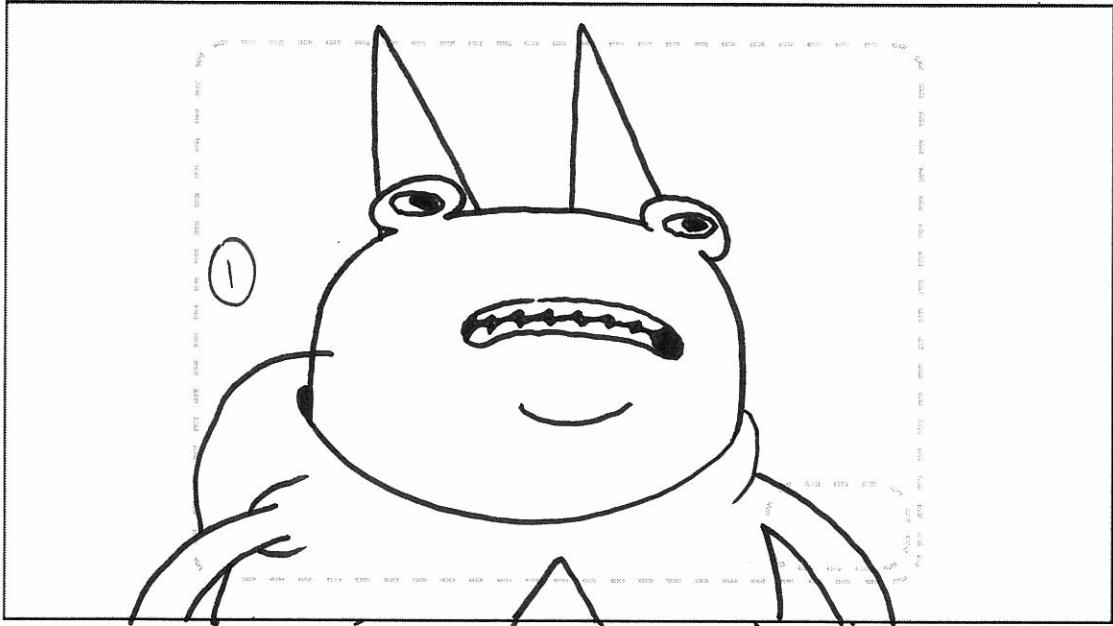
day night

Sc. 14

Pnl. A

Bg.

day night

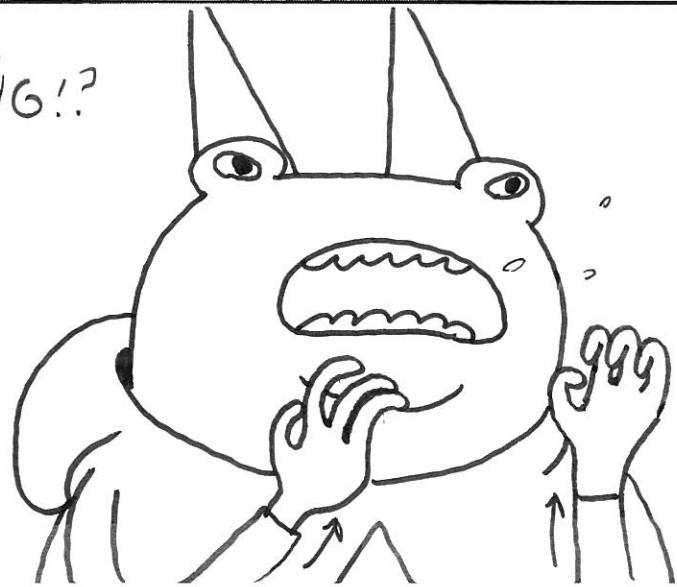


Dialog:

Bf@DICE
① KING!?

Action:

Timing:



1K ① listen@du des

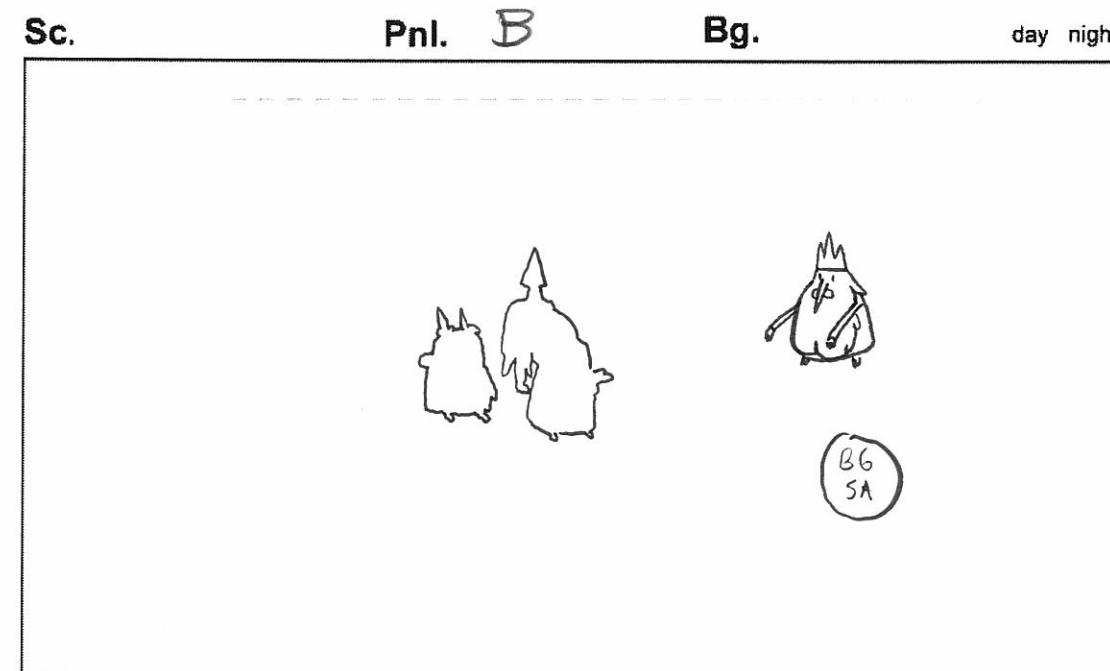
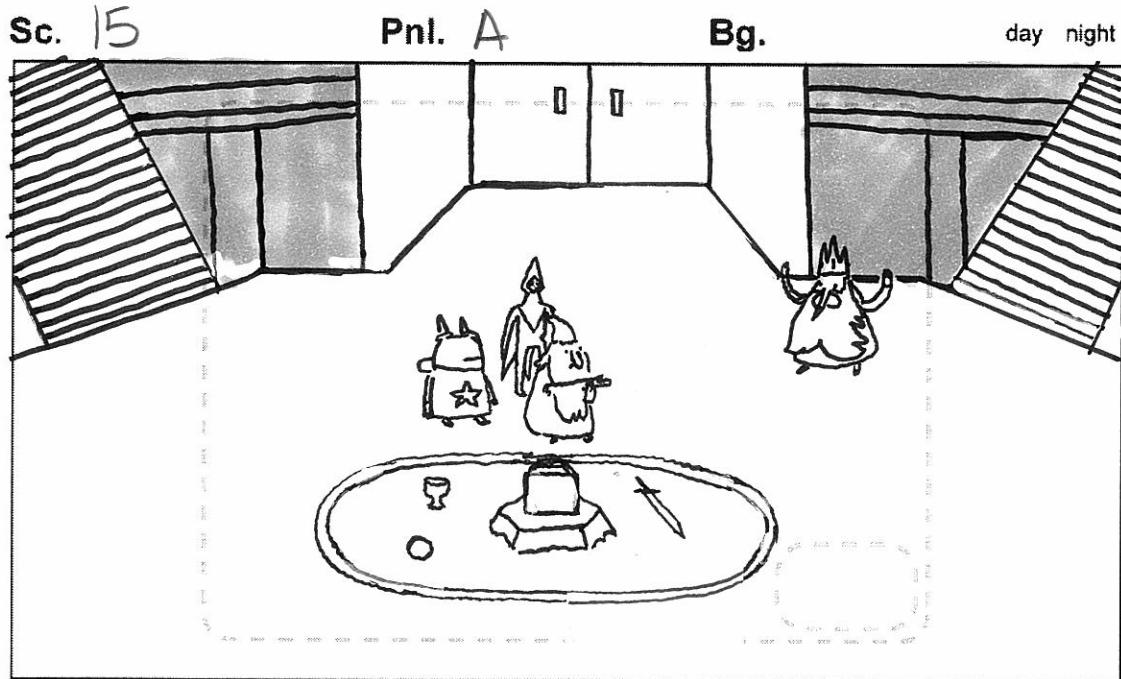
Production :

EPISODE # 1014-155

ADVENTURE TIME



Page 9



1014-155

EPISODE #

Production :

Dialog:	IK / All I want is to be in the club → and plus' up my magic
Action:	
Timing:	

ADVENTURE TIME



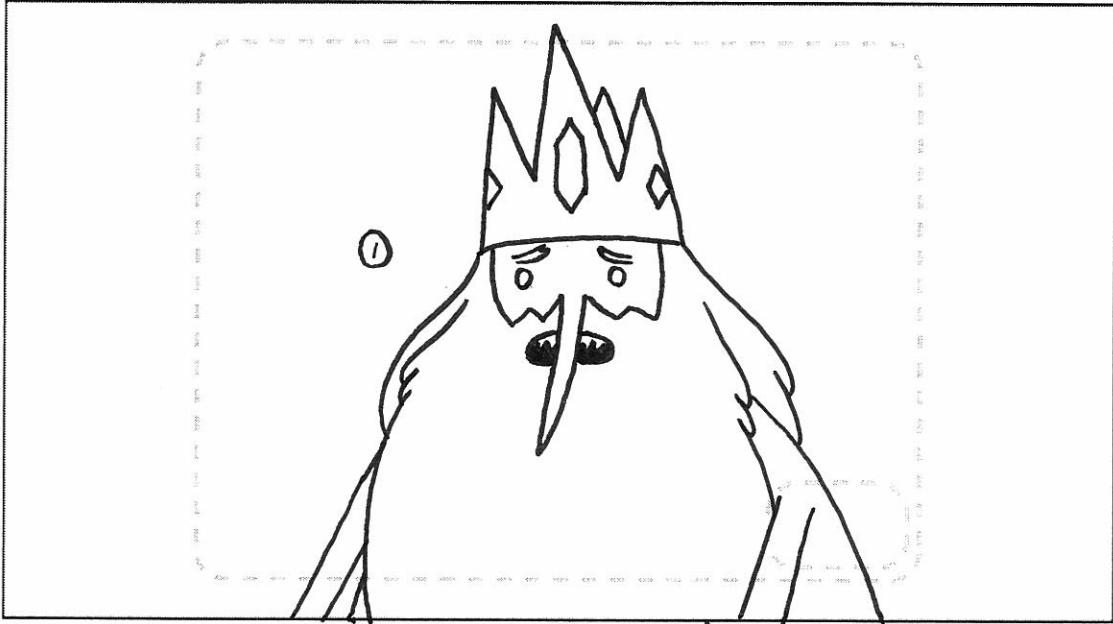
Page 10

Sc. 16

Pnl. A

Bg.

day night

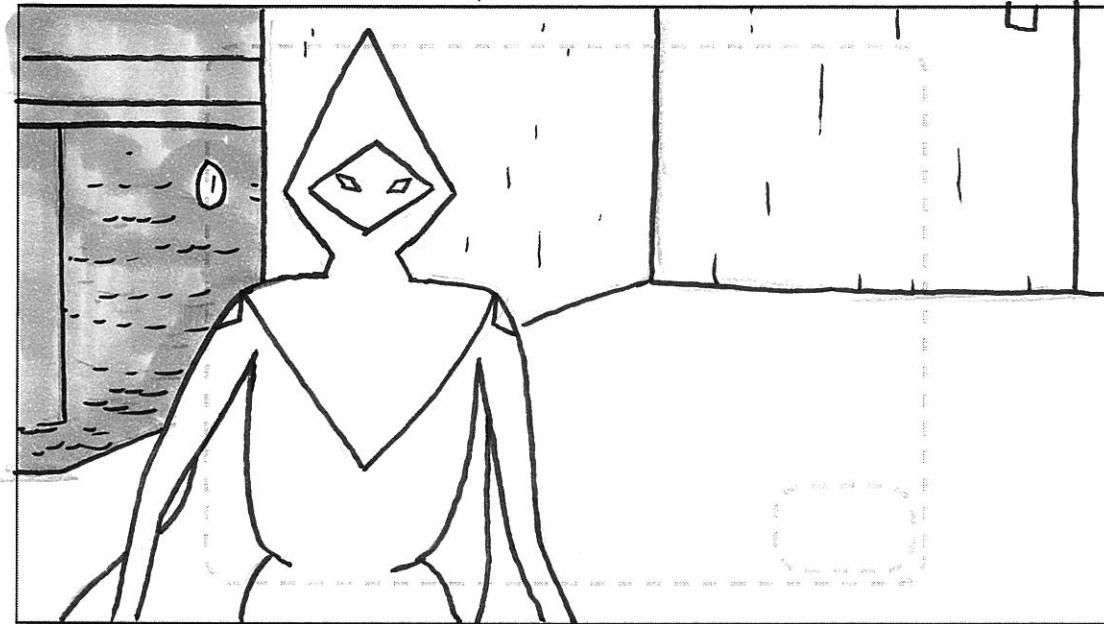


Sc. 17

Pnl. A

Bg.

day night

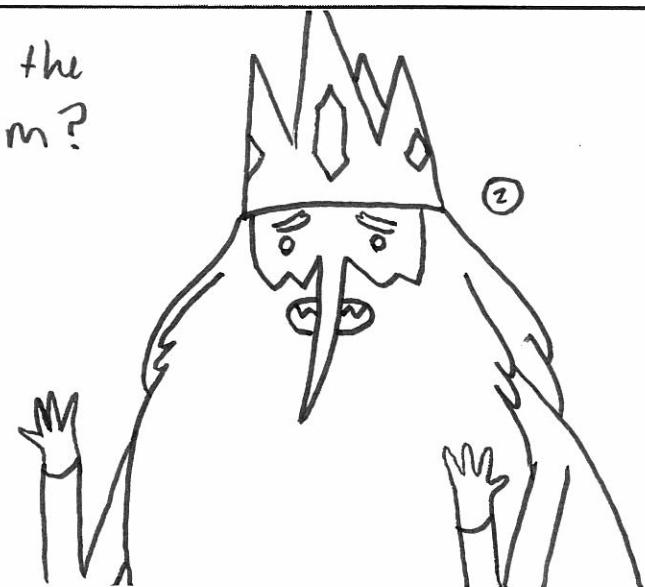


Dialog:

IK/
① What's the
② problem?

Action:

Timing:



Laser wiz@your@LIFE is
my problem



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 11

Sc. 18

Pnl. A

Bg.

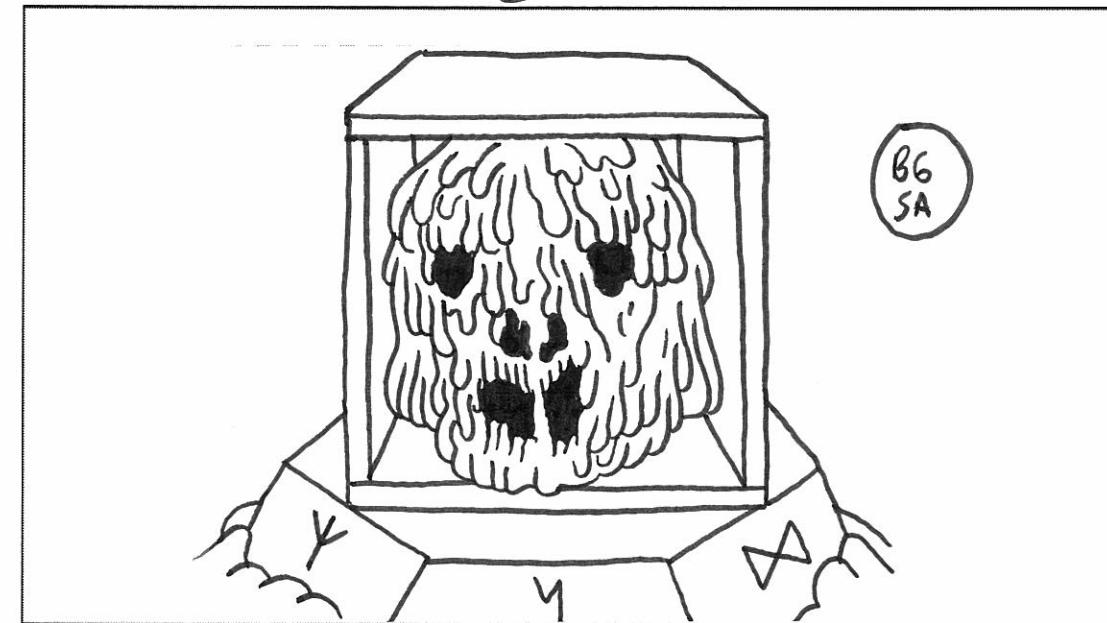
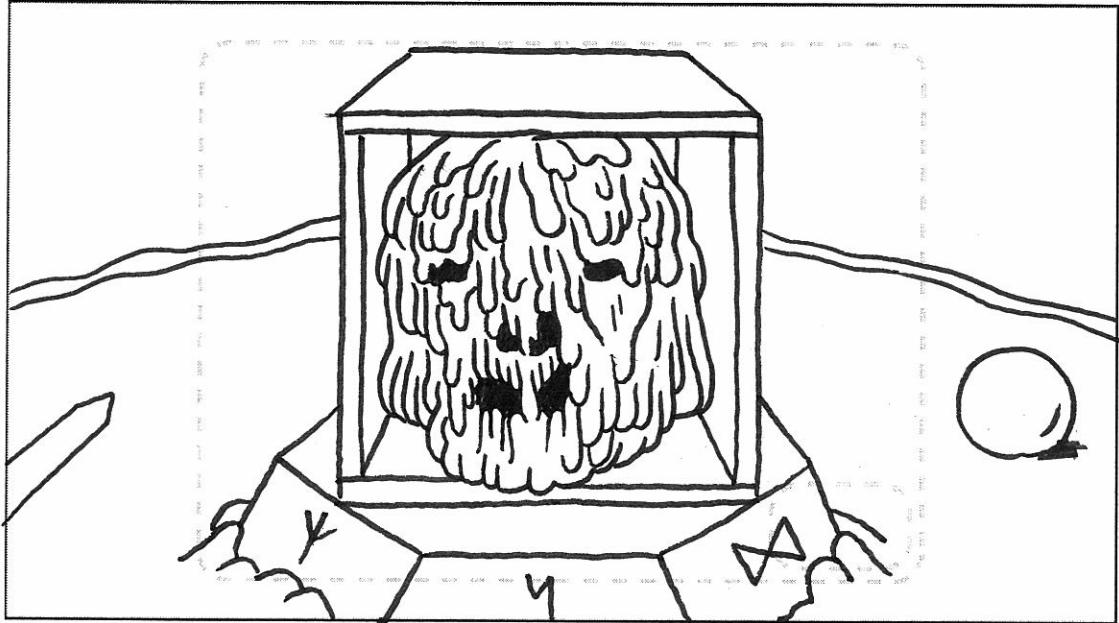
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Bella Noche! TOO LATE FOOLS!

Bella Noche! Bella Noche emerges!

Action:

Timing:

Production :

EPISODE # 1014-155

ADVENTURE TIME



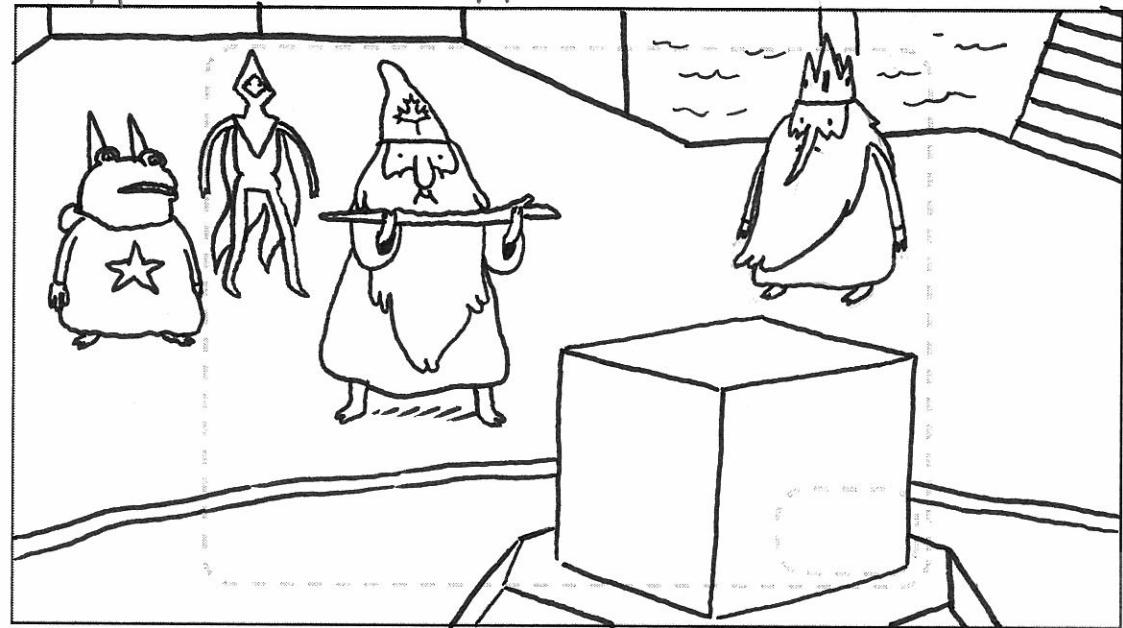
Page 12

Sc. 19

Pnl. A

Bg.

day night

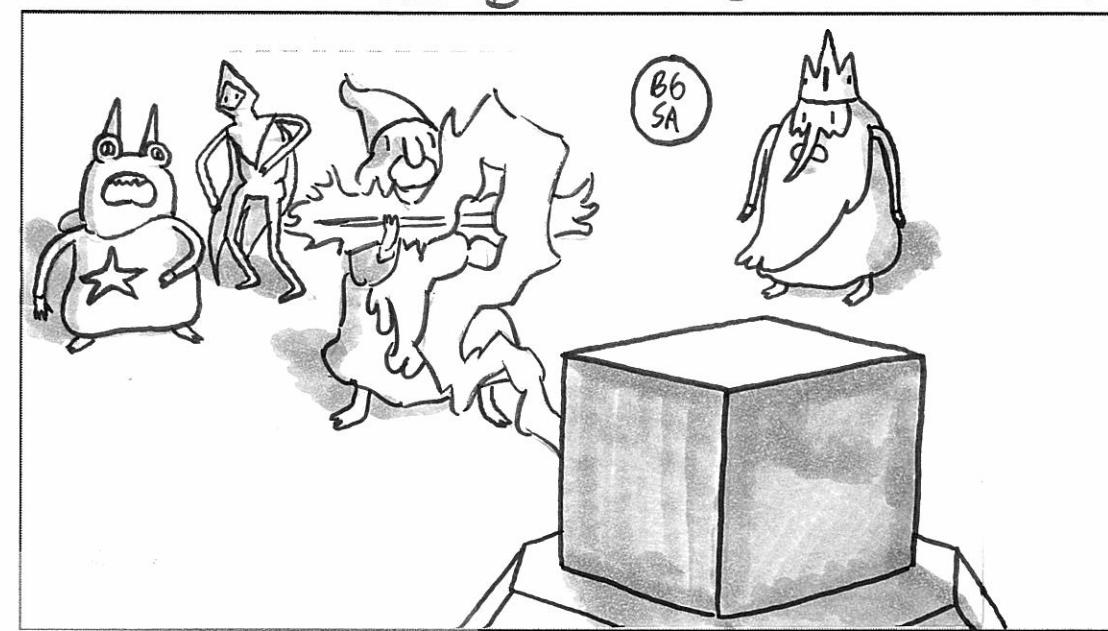


Sc.

Pnl. B

Bg.

day night



Dialog:

SFX/ZAP!!

Action:

start pose

Timing:

Production :

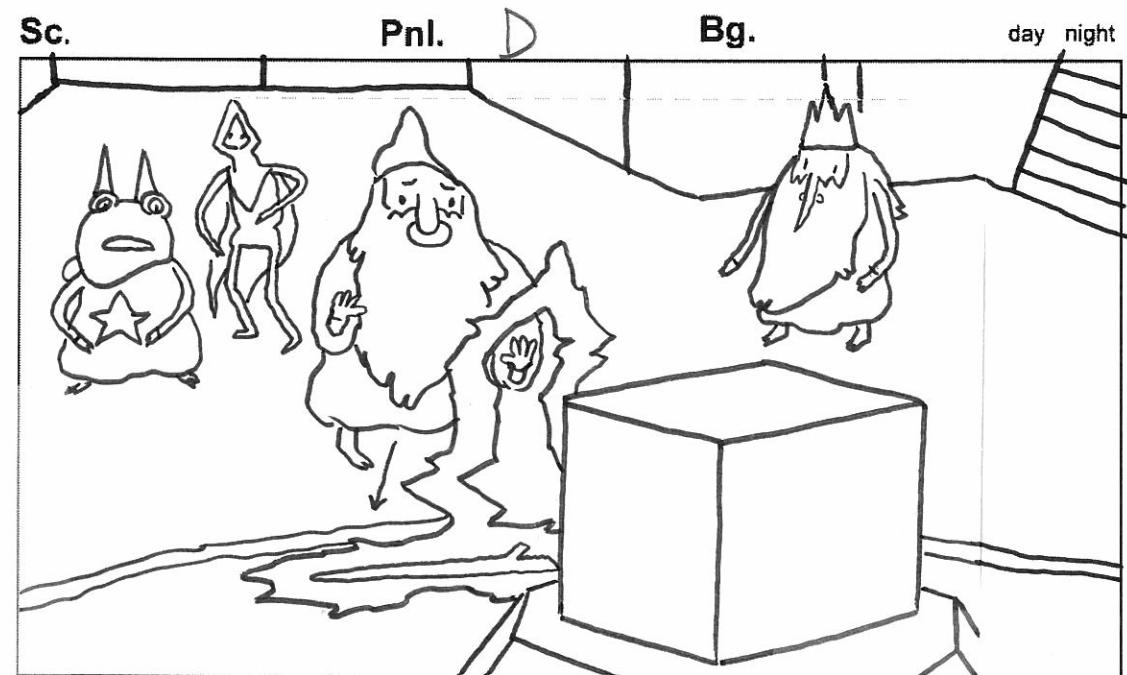
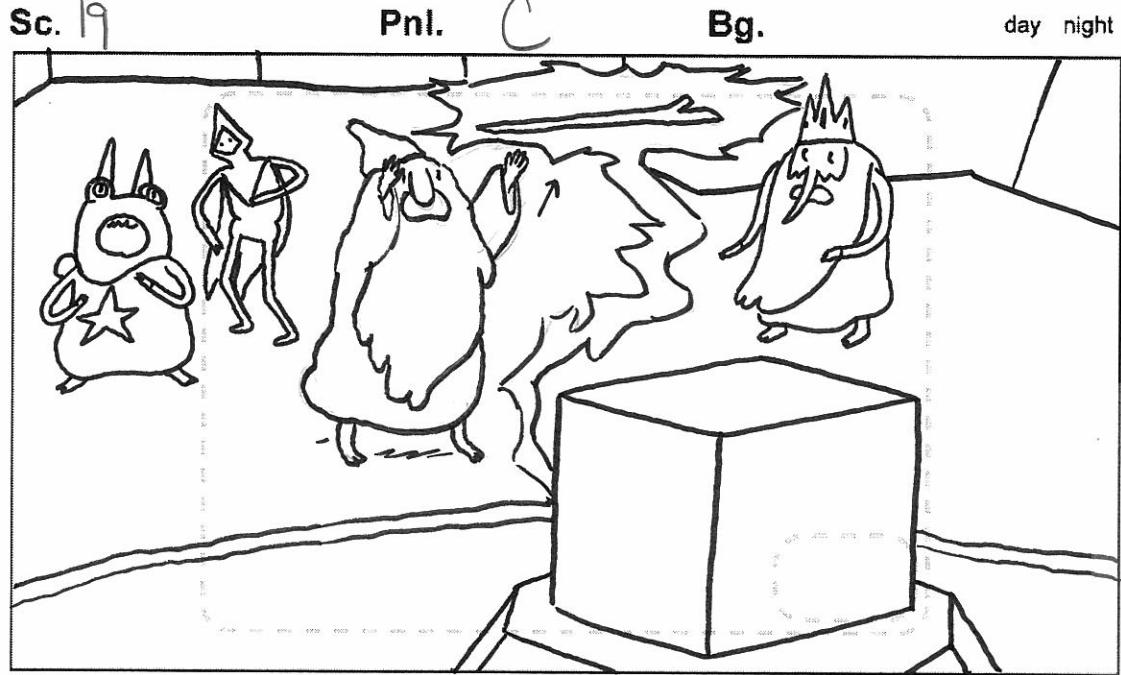
EPISODE #

1014-155

ADVENTURE TIME



Page 13



Dialog: Forest Wizard / Woah!

Fw/ what the-

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 14

1014-155

EPISODE #

Sc. 20

Pnl. A

Bg.

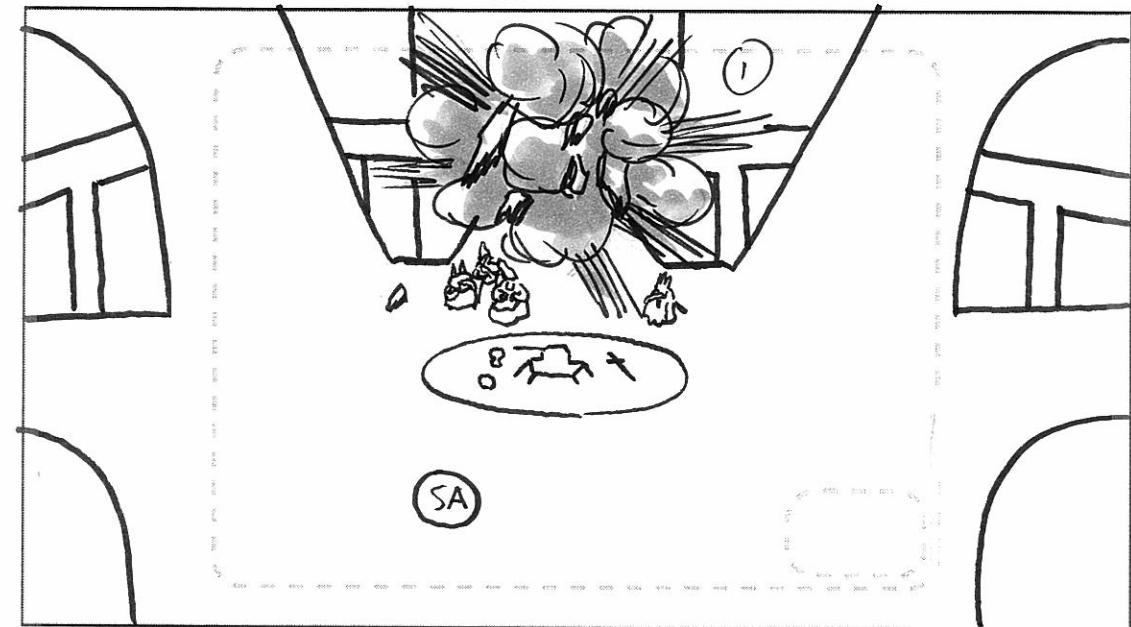
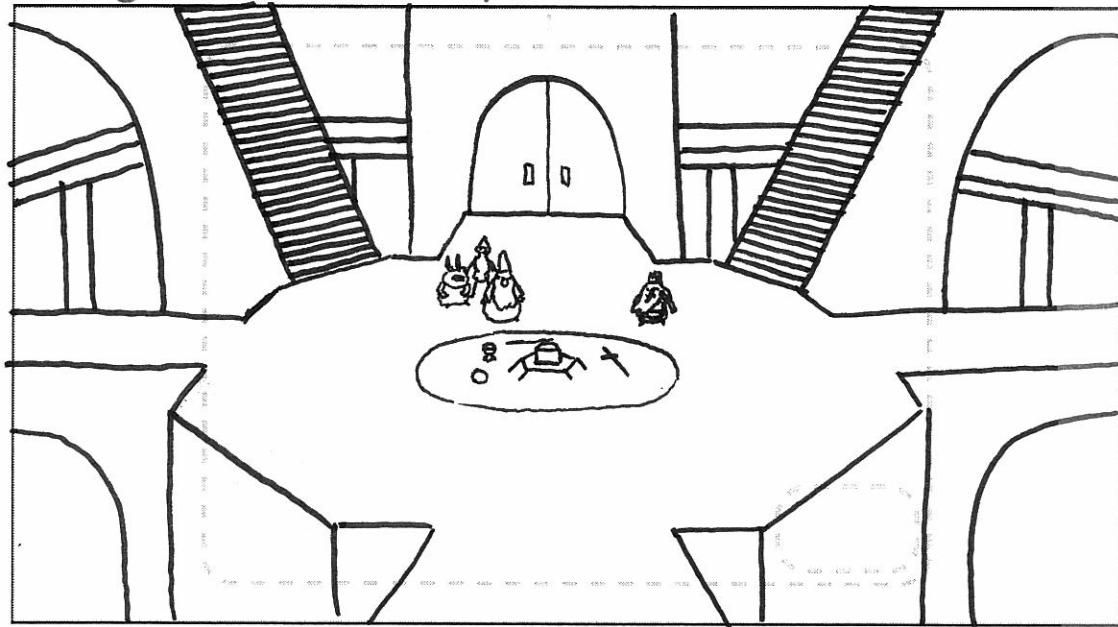
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

BOOM!

Action:

start pose

Timing:



Production :

ADVENTURE TIME



Page 15

Sc. 21

Pnl. A

Bg.

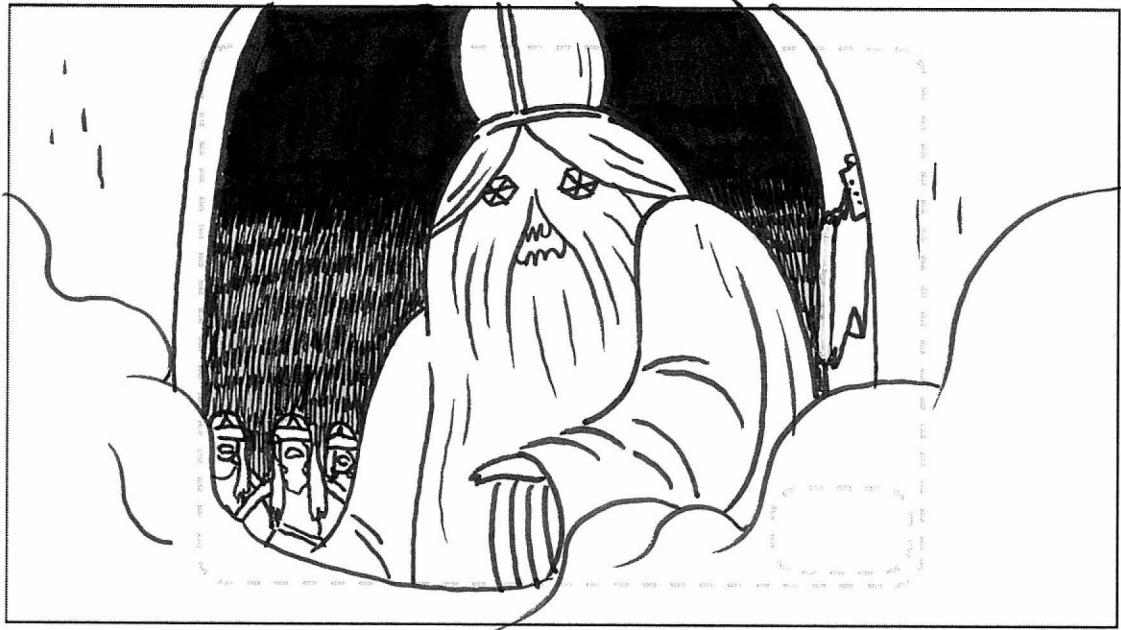
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Grand Master Wizard/ stop that now ----- trash cones !!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 16

Sc. 22

Pnl. A

Bg.

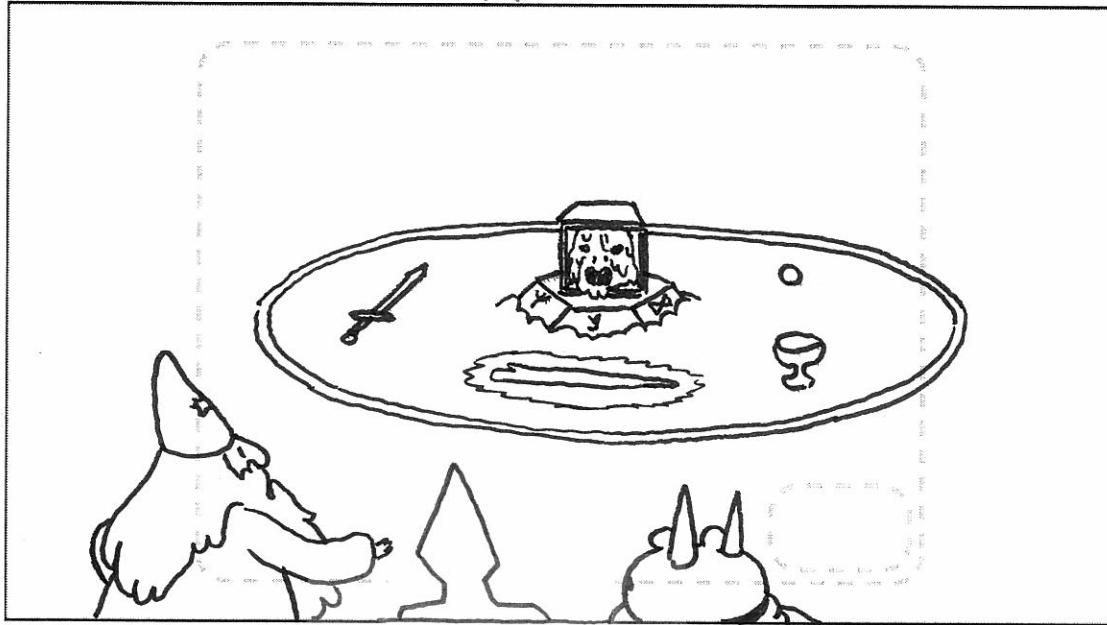
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Bella Noche! hahaha ha



sfx/zWA A!!

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 17

Sc. 23

Pnl. A

Bg.

day night

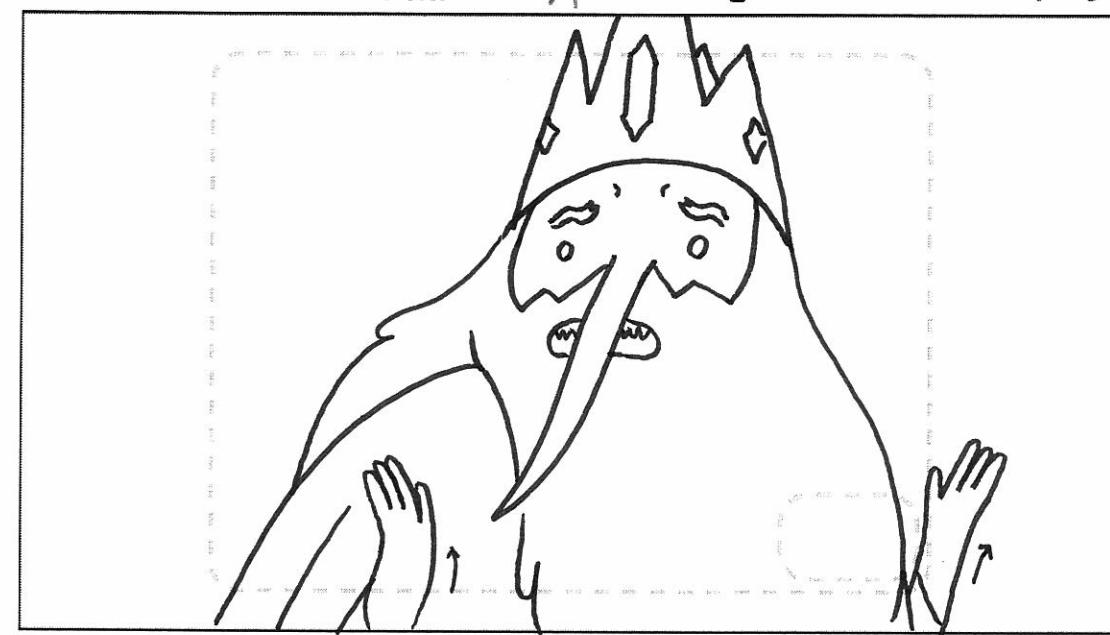


Sc. 24

Pnl. A

Bg.

day night



Dialog:

GMM/ Bella Noche must not cross
into our world!!

IK/ Uh why not?

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 18

Sc. 25

Pnl. A

Bg.

day night

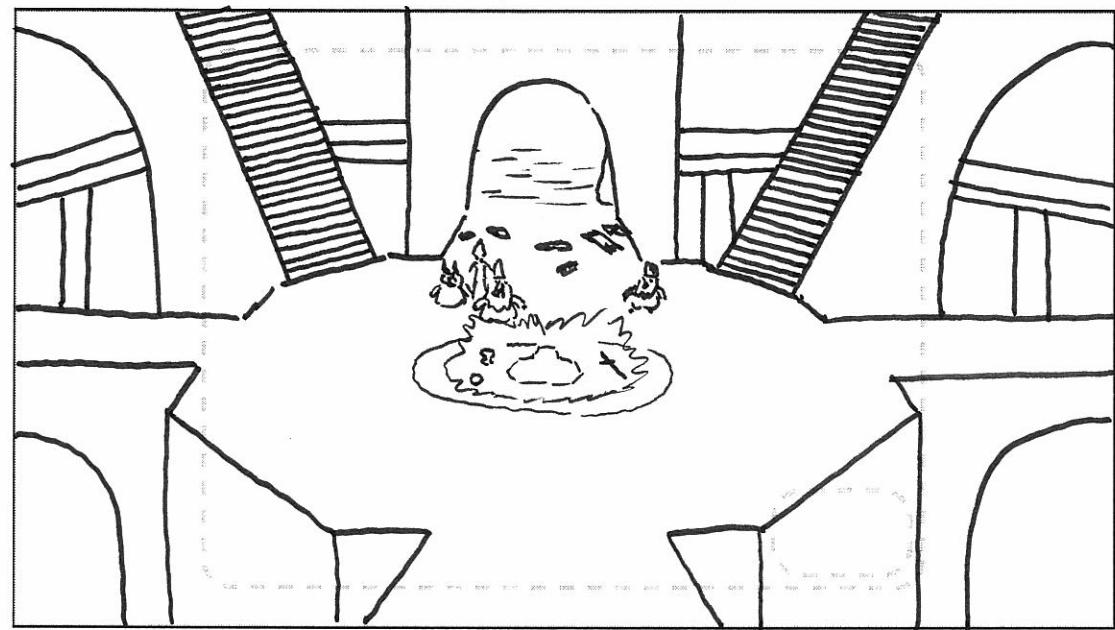


Sc. 26

Pnl. A

Bg.

day night



EPISODE #

1014-155

Production :

Dialog:

GMWI
DUCK!
① - ②

Action:

Timing:



start pose

ADVENTURE TIME



Page 19

Sc. 26

Pnl. B

Bg.

day night



Sc. 27

Pnl. A

Bg.

day night



Dialog:

BOOM

Action:

explosion of energy

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 20

Sc. 28

Pnl. A

Bg.

day night

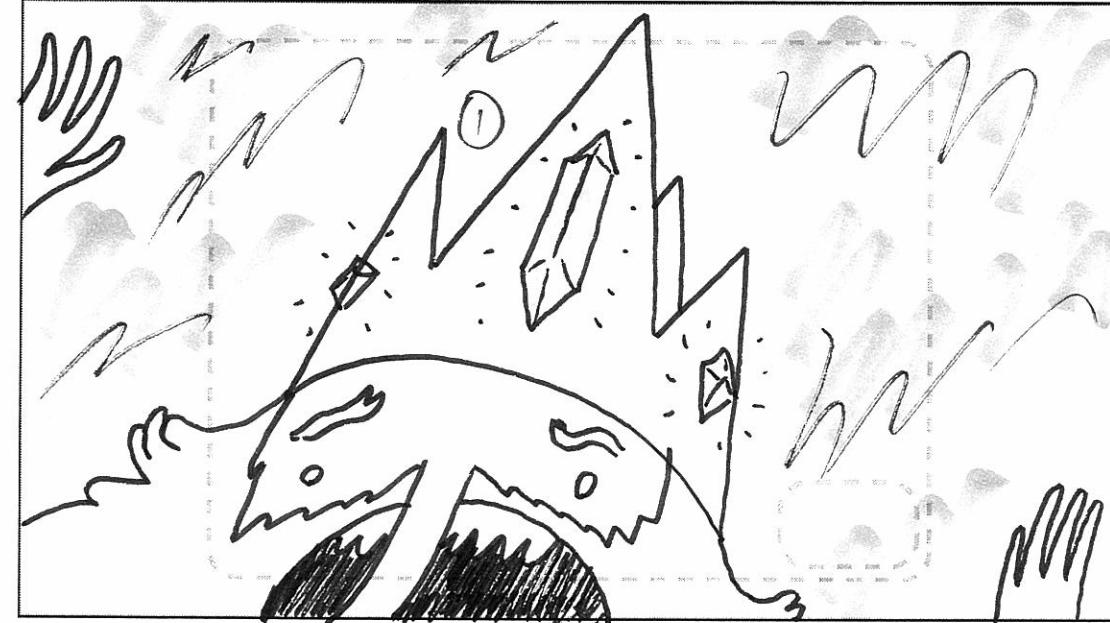


Sc. 29

Pnl. A

Bg.

day night



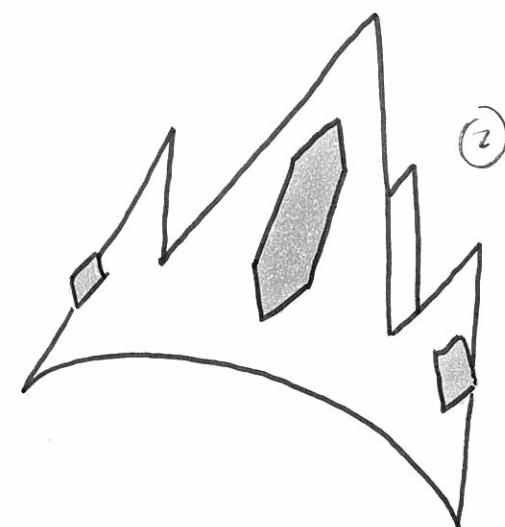
Dialog:

Ice King / AAUGH!! →

Action:

crown gems
turn gray

Timing:



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 21

Sc. 30

Pnl.

A

Bg.

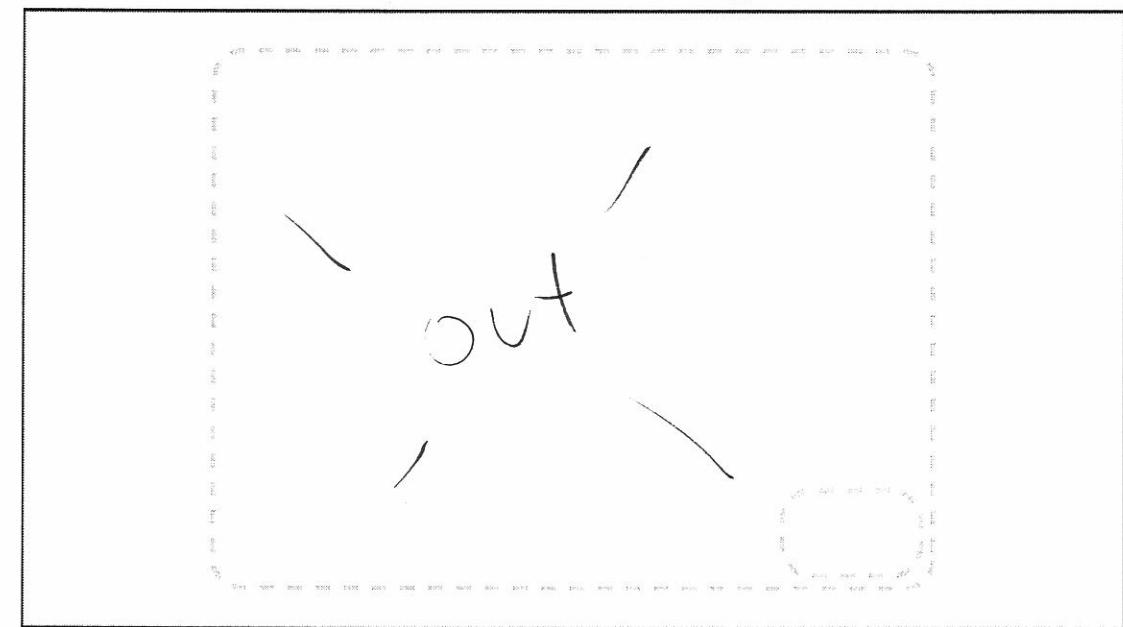
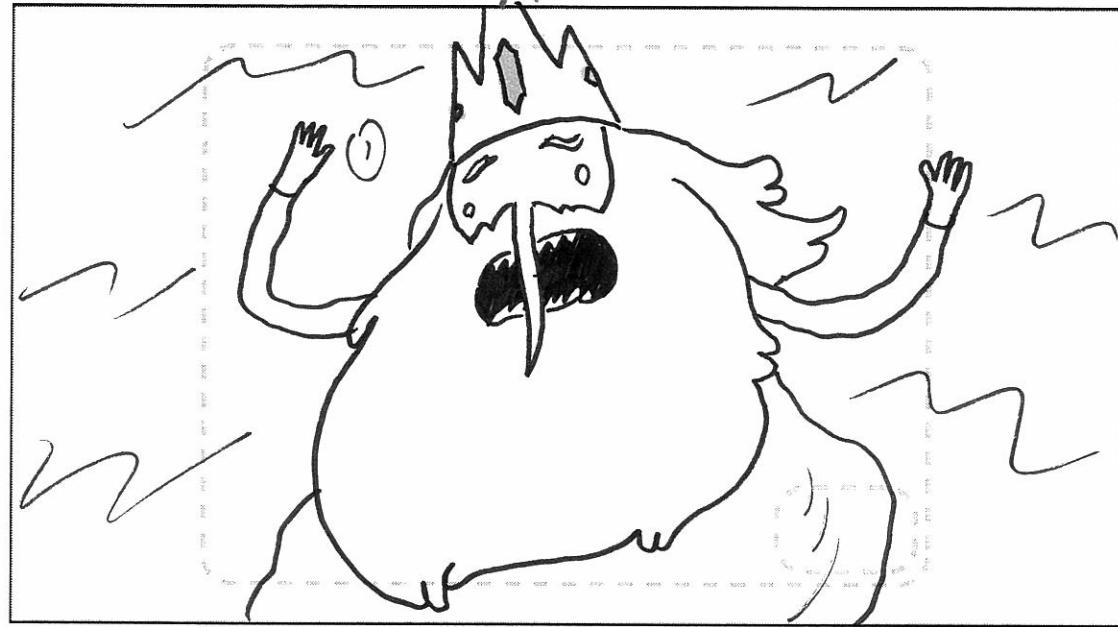
day night

Sc.

Pnl.

Bg.

day night



Production :

EPISODE #

1014-155

ADVENTURE TIME



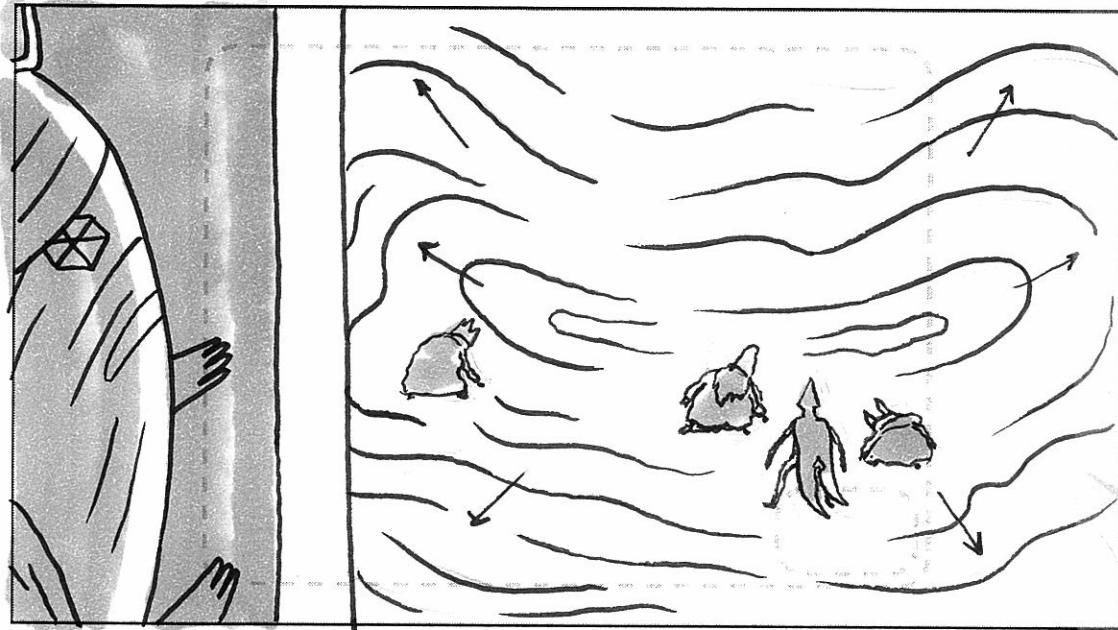
Page 22

Sc. 31

Pnl. A

Bg.

day night

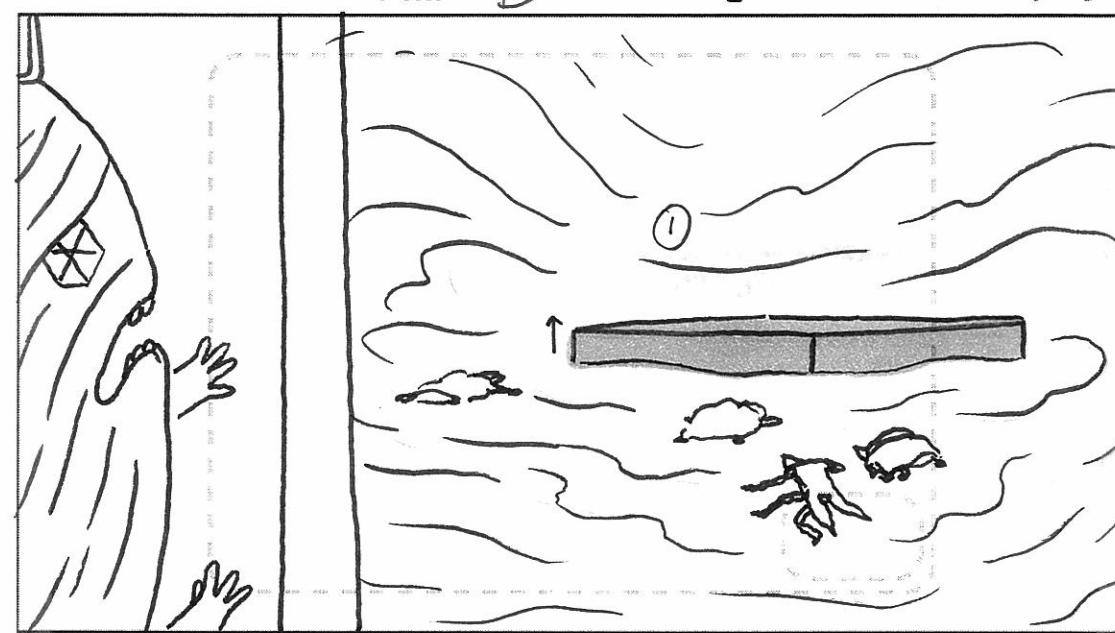


Sc.

Pnl. B

Bg.

day night



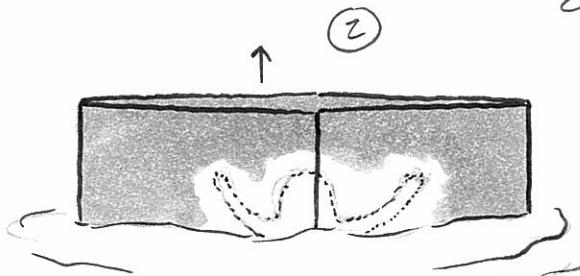
Dialog:

Grand master Wizard! ahh craaaapp!!

sfx / lvd digital distortion sound
coming from cube

Action:

waves of energy spewing out/
wizards collapse/ ~~explosion~~ a black cube
emerges from the center, glowing from the
inside.



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



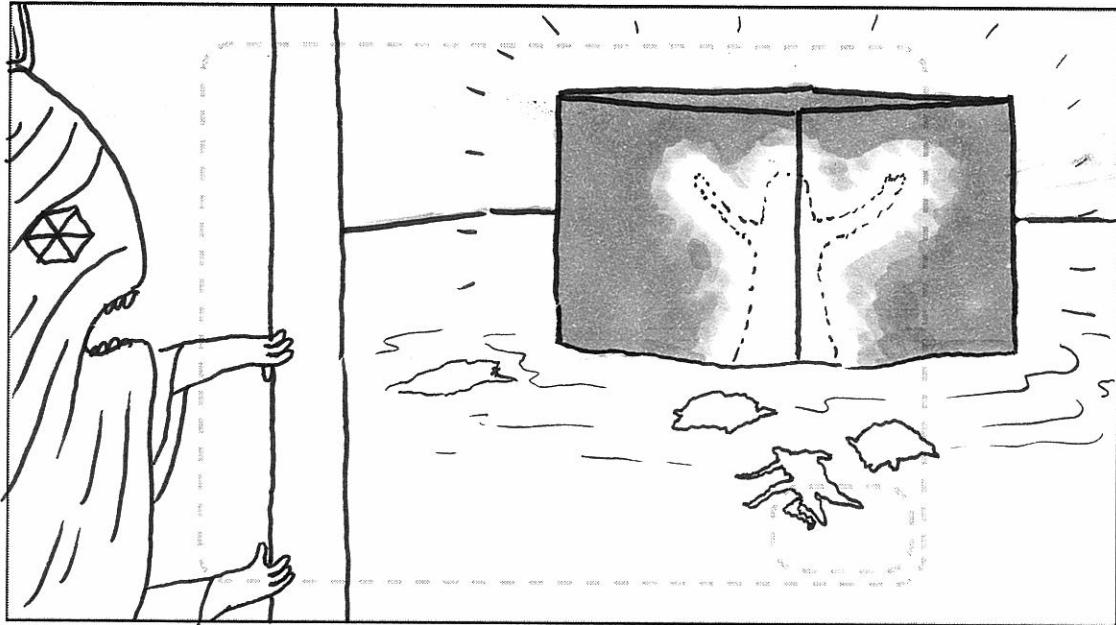
Page 23

Sc. 31

Pnl. C

Bg.

day night

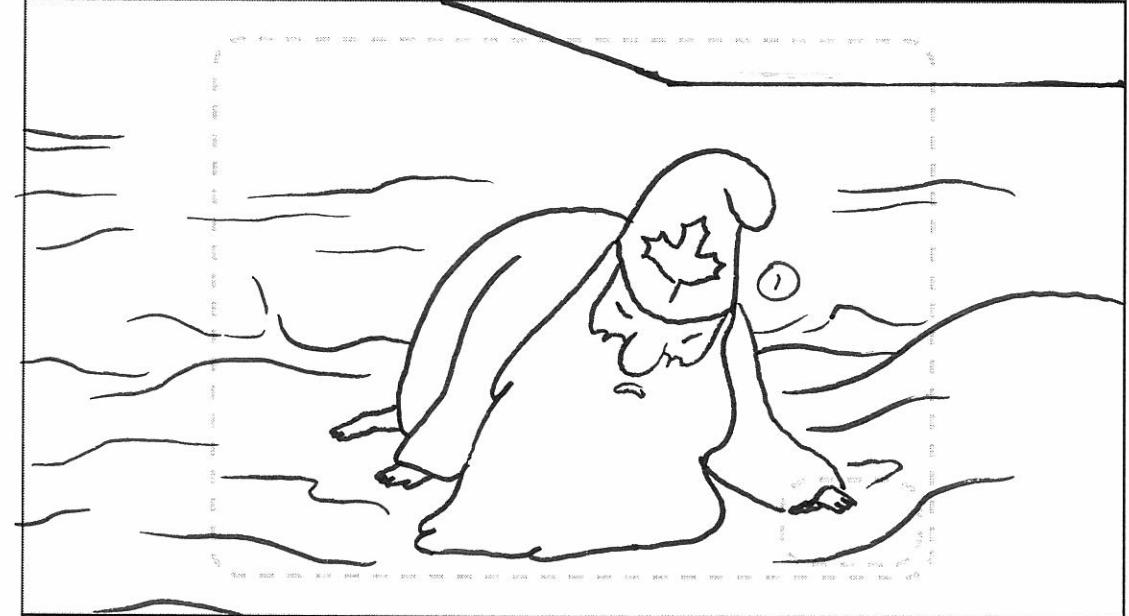


Sc. 32

Pnl. A

Bg.

day night



Dialog:

GMW/ here we go

Forest Wiz/ ① oh ② my -

Action:

emanating
energy disperses
we can see the BG again

opens eyes



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



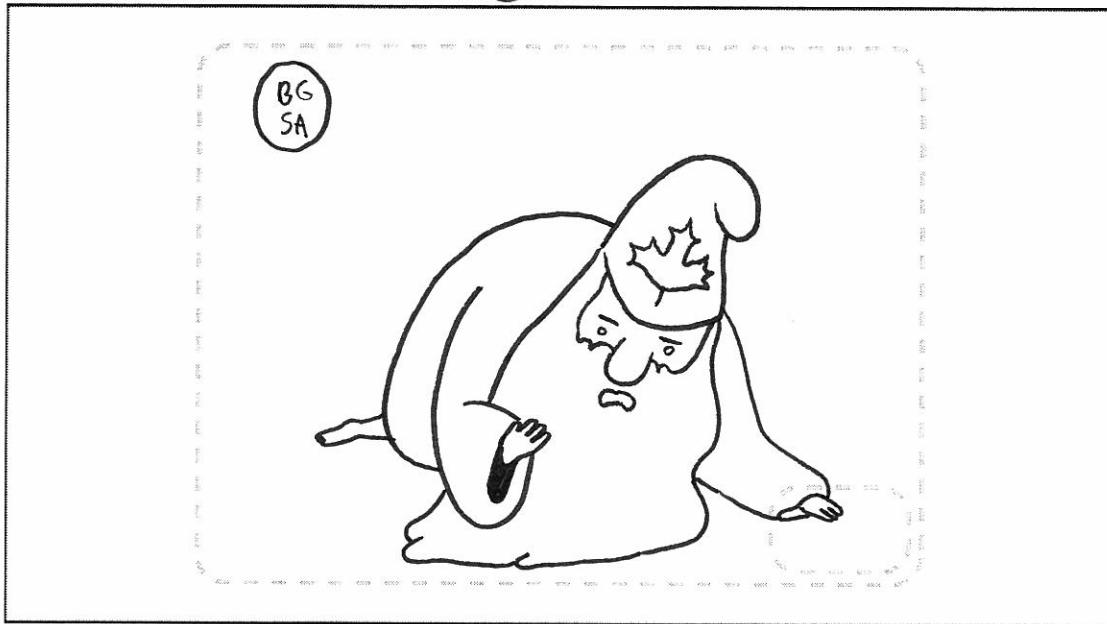
Page 24

Sc. 32

Pnl. B

Bg.

day night



Sc. 33

Pnl. C

Bg.

day night



Dialog: FW! - uh hey -

FW! I can't feel my magic!!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



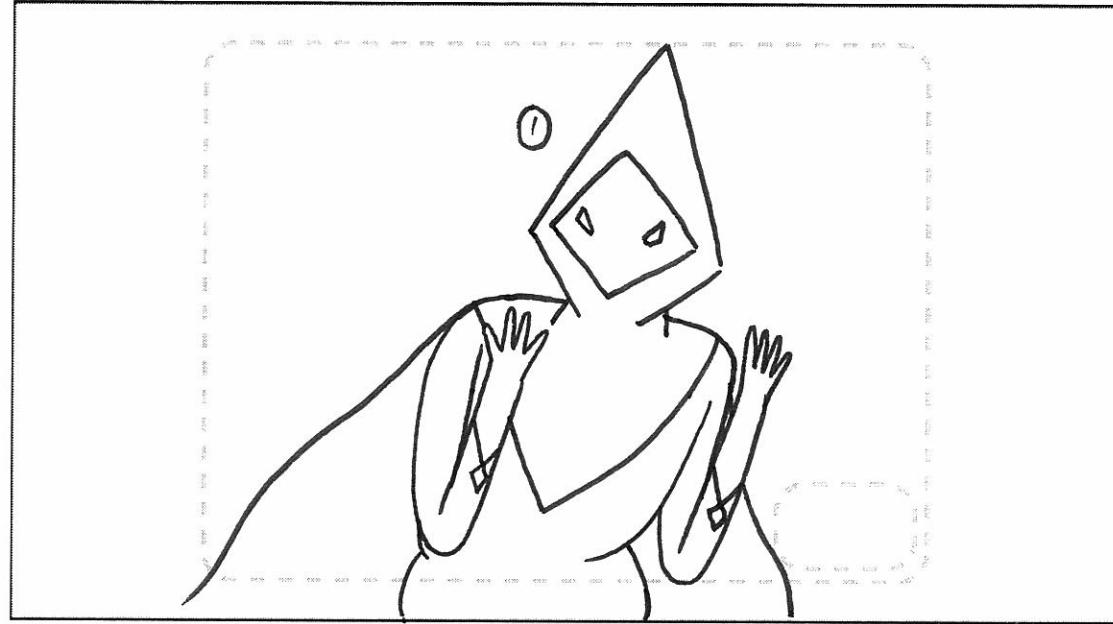
Page 25

Sc. 34

Pnl. A

Bg.

day night

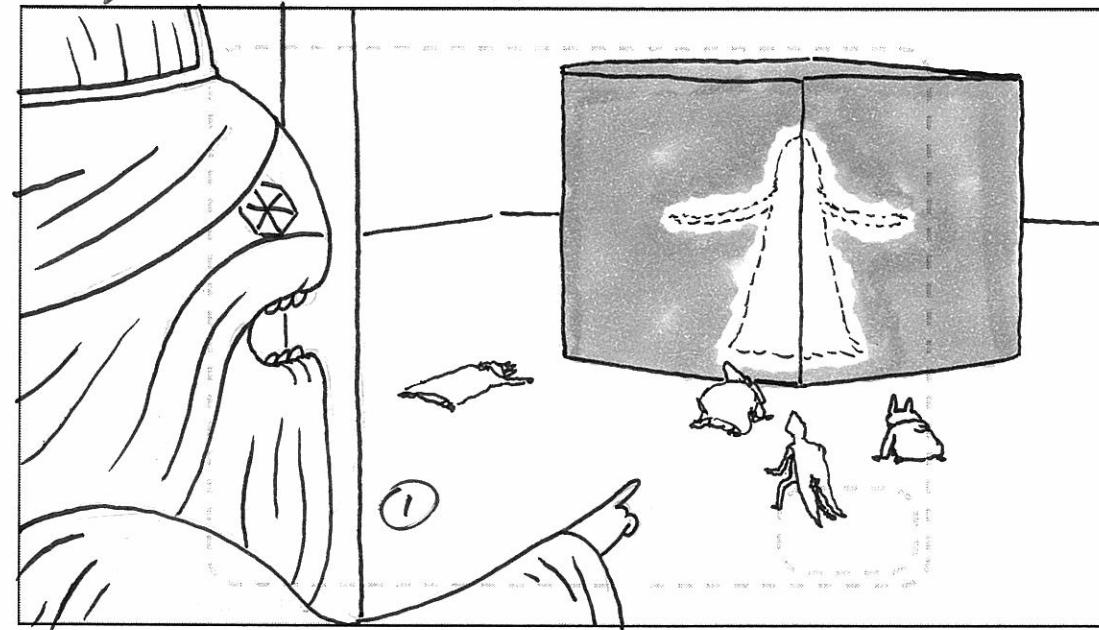


Sc. 35

Pnl. A

Bg.

day night



Dialog:

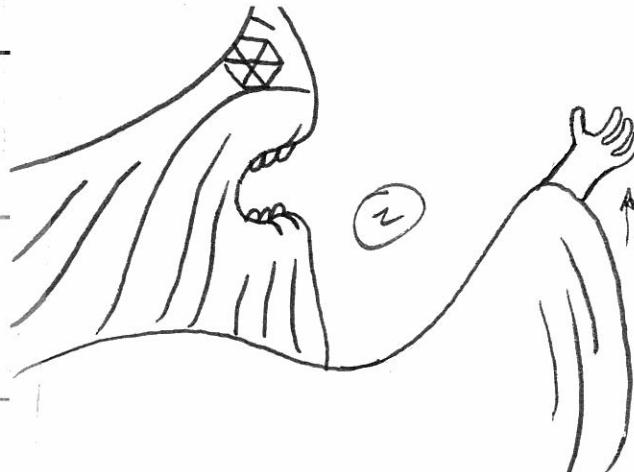
Laser Wiz/① Me neither
② what gives!?

Action:



Timing:

Gmw/①Bella Noché is a being of
②pure anti-magic!



EPISODE #

Production :

1014-155

ADVENTURE TIME



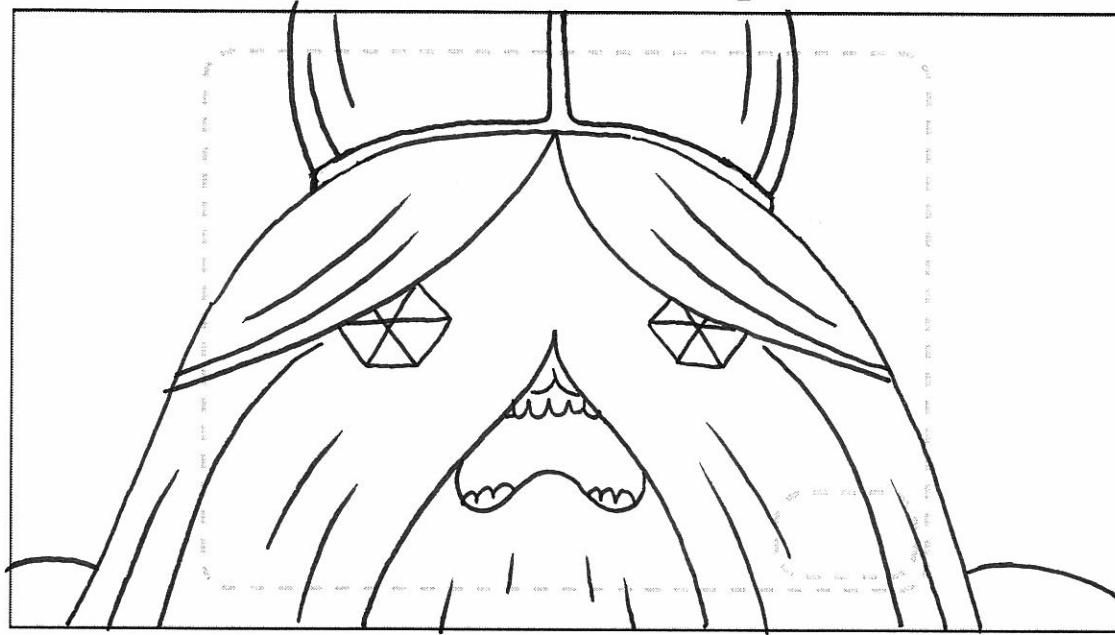
Page 26

Sc. 36

Pnl. A

Bg.

day night

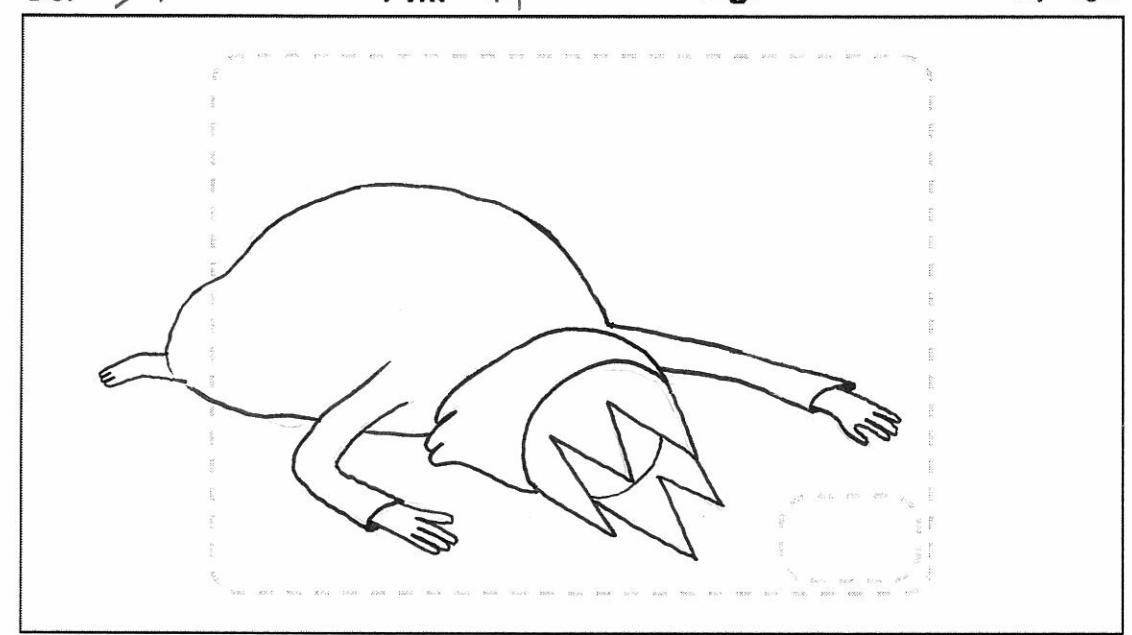


Sc. 37

Pnl. A

Bg.

day night



Dialog:

GMW/ Y'all's got played!

Action:

Timing:

Simon/ uhng hello?



Production :

EPIISODE #

1014-155

ADVENTURE TIME



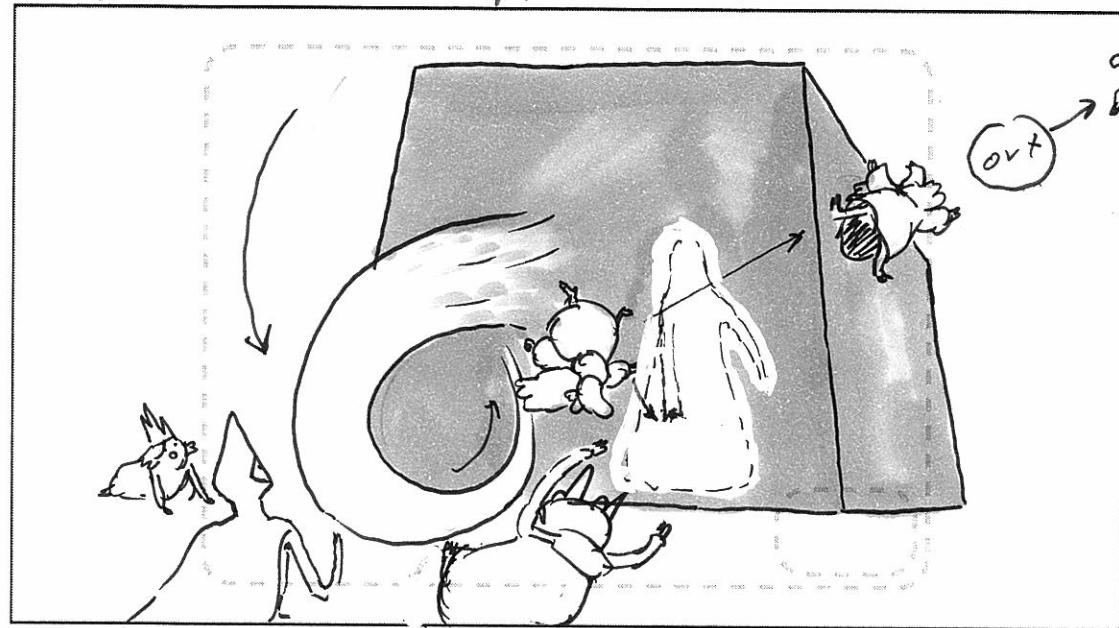
Page 27

Sc. 38

Pnl. A

Bg.

day night

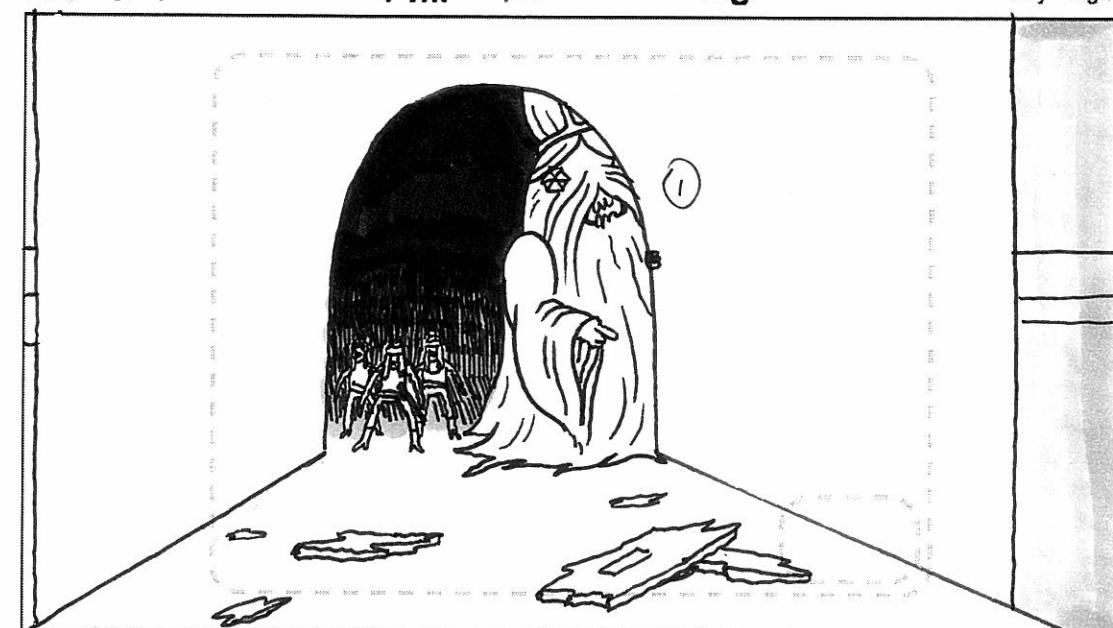


Sc. 39

Pnl. A

Bg.

day night



Dialog:

FW! AAAA!!

GMW! (1)-(2) GO! Destroy!

Action:

forest wizard gets swiped in the air
by energy tentacle.

(Gumpoints)

Timing:



Production :

1014-155

EPIISODE #

ADVENTURE TIME



Page 28

Sc. 39

Pnl. B

Bg.

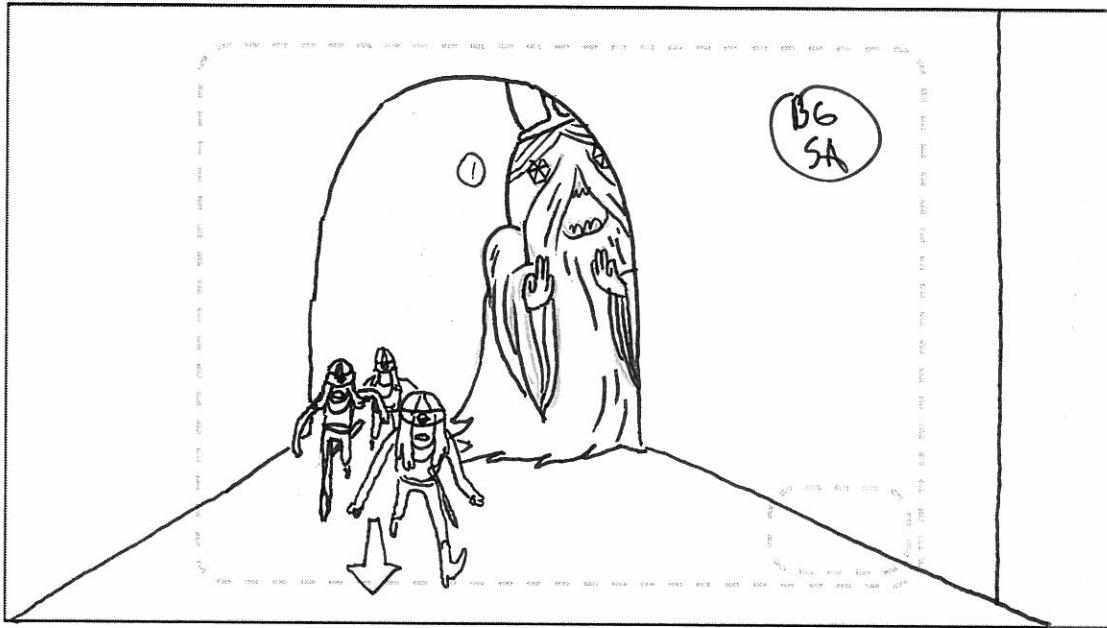
day night

Sc.

Pnl.

Bg.

day night



Dialog:

GMW/① Throw your boots at it
② or I don't know!

GMW! Don't let it touch you!



Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 29

Sc. 40

Pnl. A

Bg.

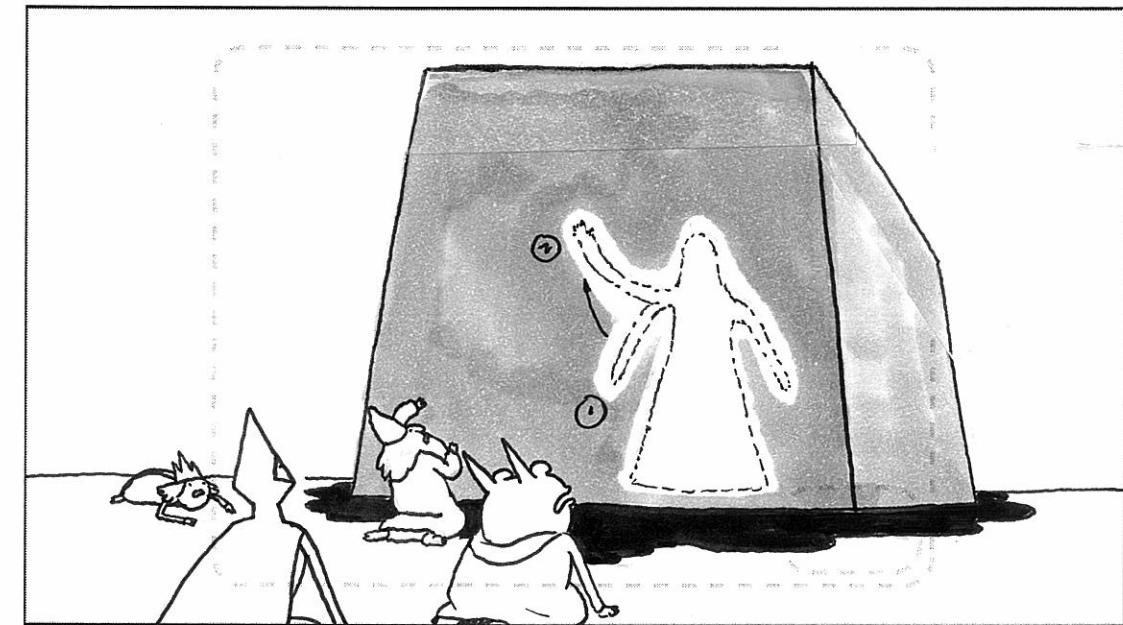
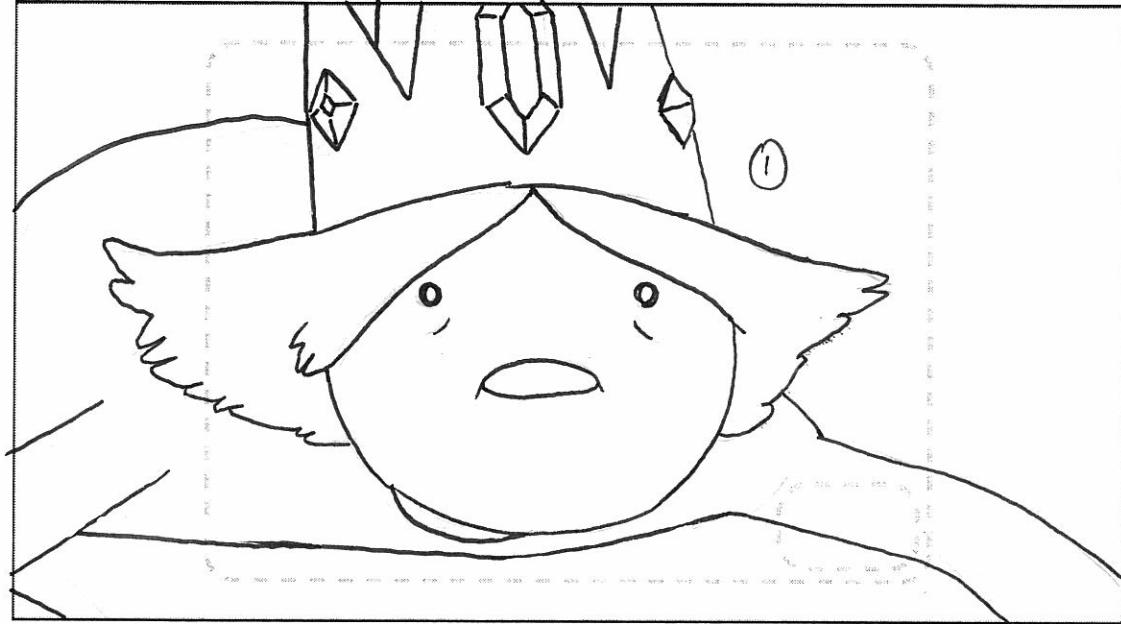
day night

Sc. 41

Pnl. A

Bg.

day night



Dialog: [K] what the hvhh !?
② - ③

Action:

Timing:

Forest Wizard! oh what a fool am I!!
(Black slime secreting from cube)

EPISODE #

1014-155

ADVENTURE TIME



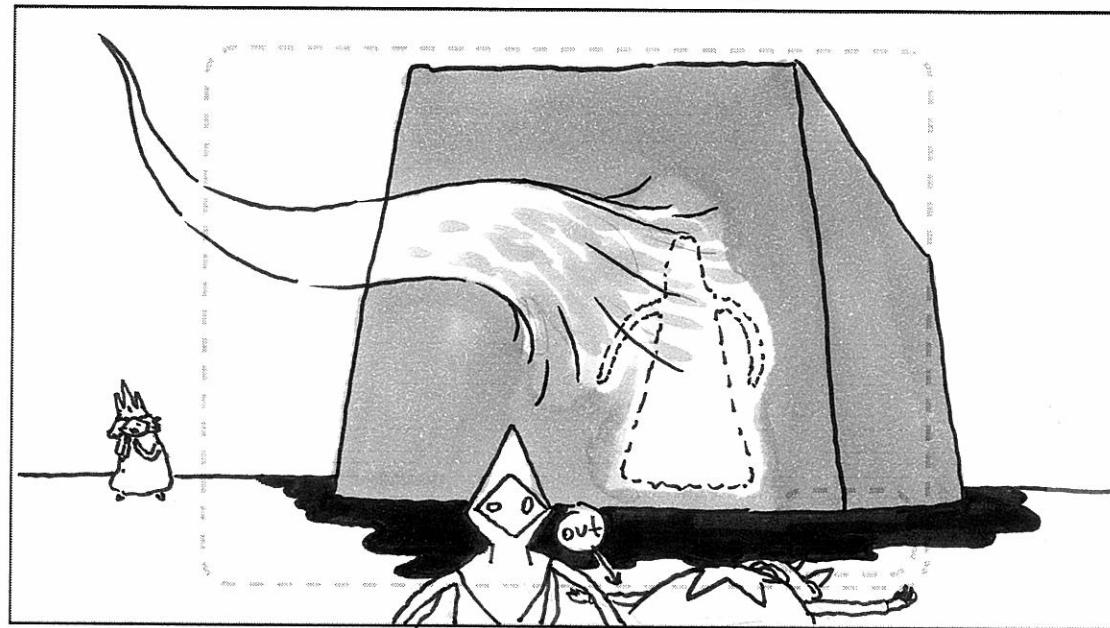
Page 30

Sc. 41

Pnl. B

Bg.

day night

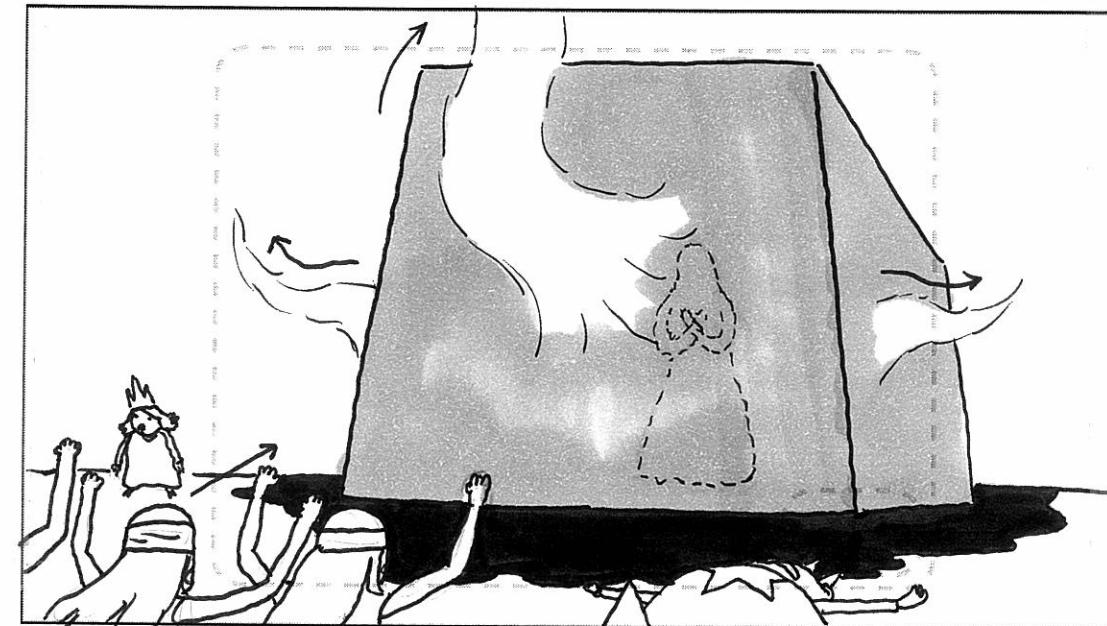


Sc.

Pnl. C

Bg.

day night



Dialog:

Wizard guards / (os) RAAA!!

Action:

Laser wiz ~~limps~~ off screen

- * figure inside cube fades out while crossing arms
- * two more tentacles appear

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 31

Sc. 41

Pnl.

D

Bg.

day night

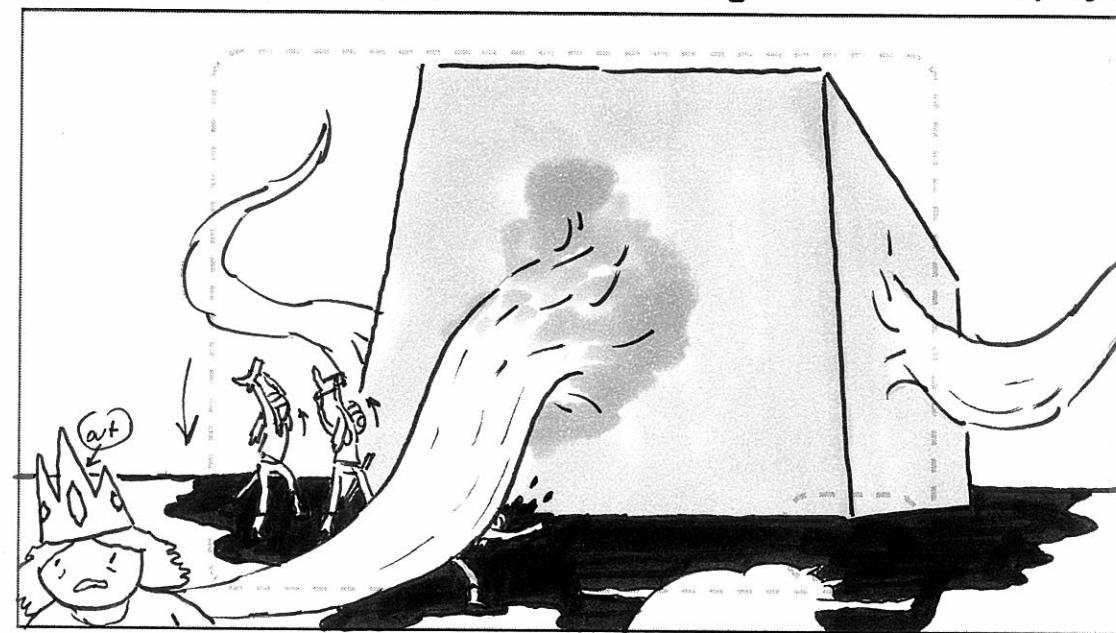
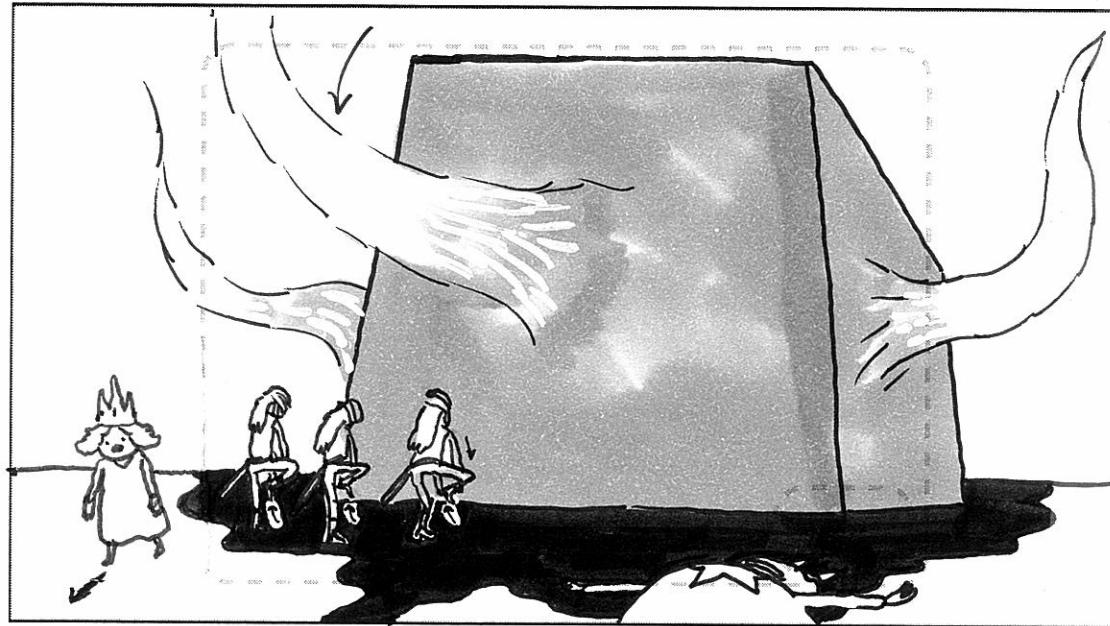
Sc.

Pnl.

E

Bg.

day night



Dialog:

sfx/ stamp! (<??)

Action:

Wizard Guards pull off boots

tentacle smack down Wizard Guard

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



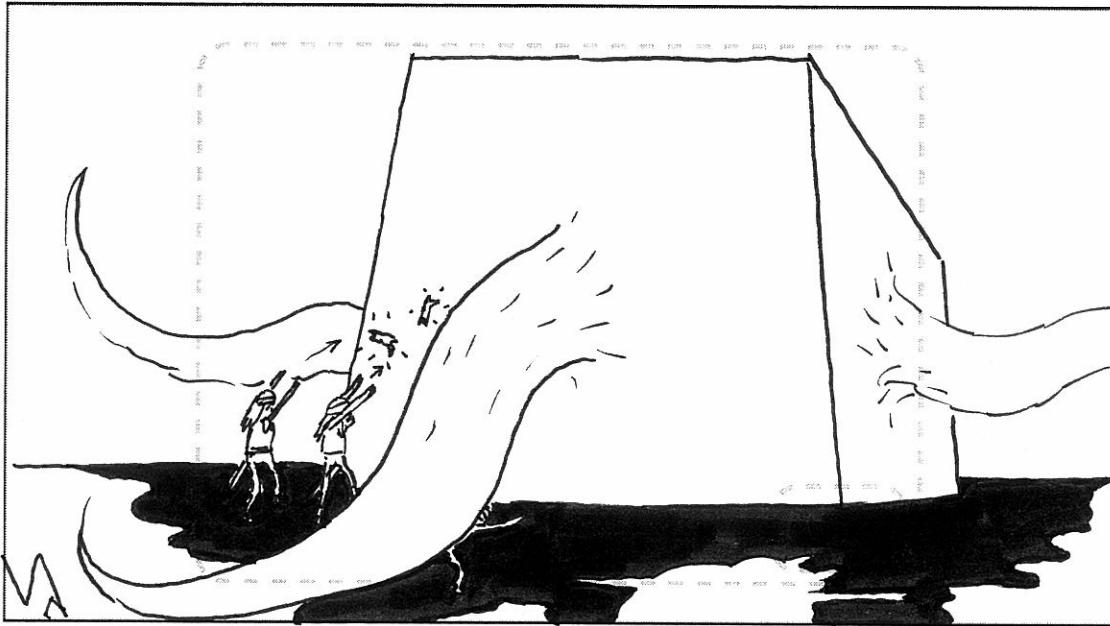
Page 32

Sc. 41

Pnl. F

Bg.

day night

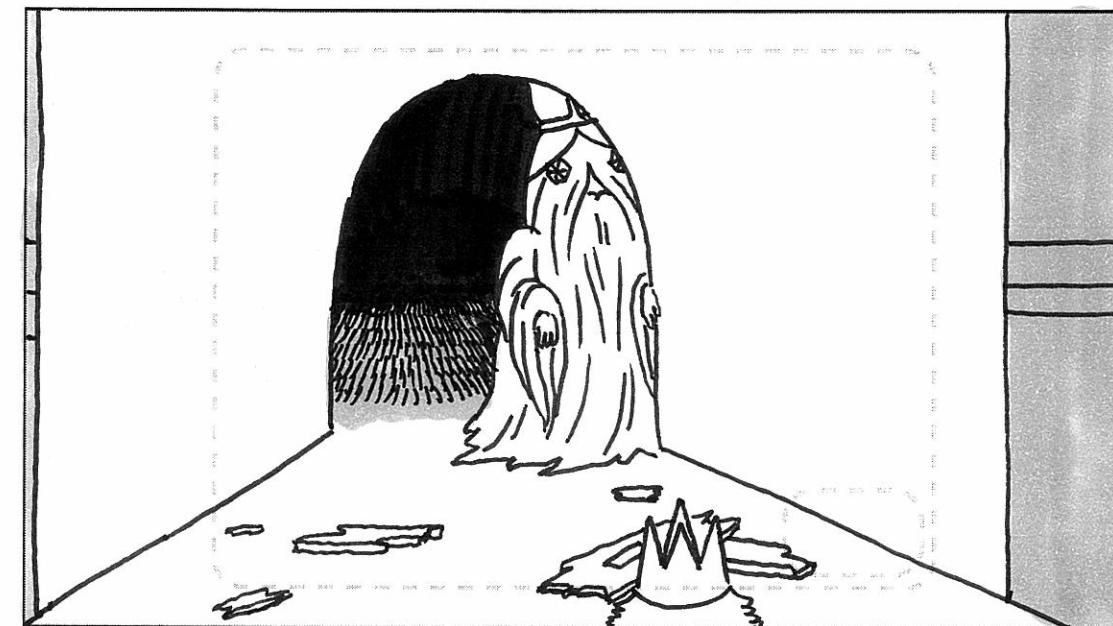


Sc. 42

Pnl. A

Bg.

day night



Dialog:

(guards screaming)

Action: wizard guards throw boots at Bella Noche

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 33

Sc. 42

Pnl. B

Bg.

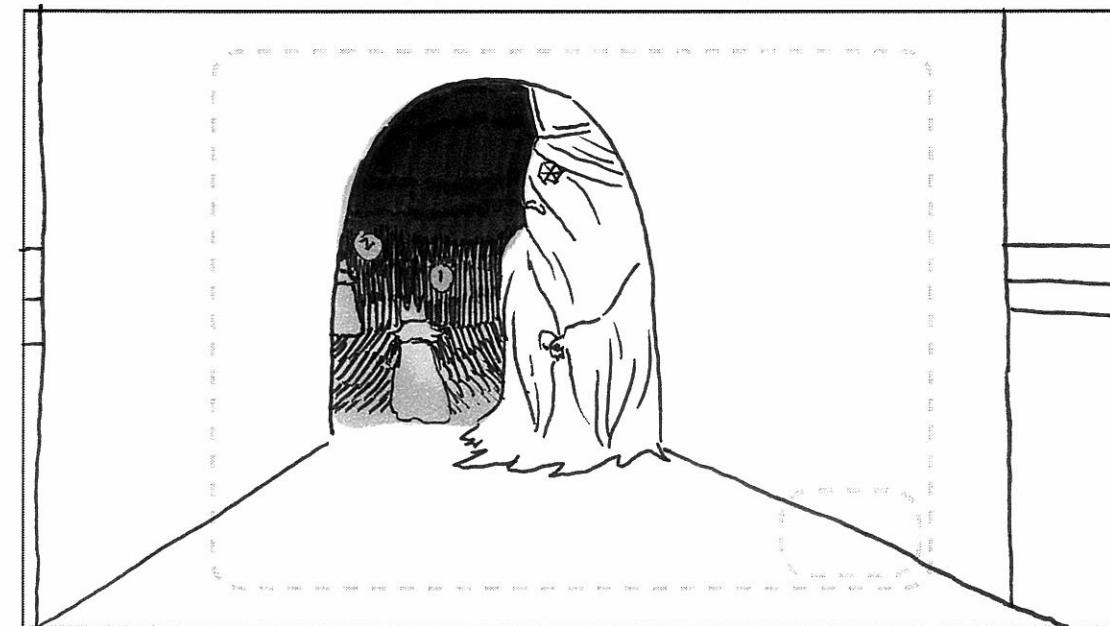
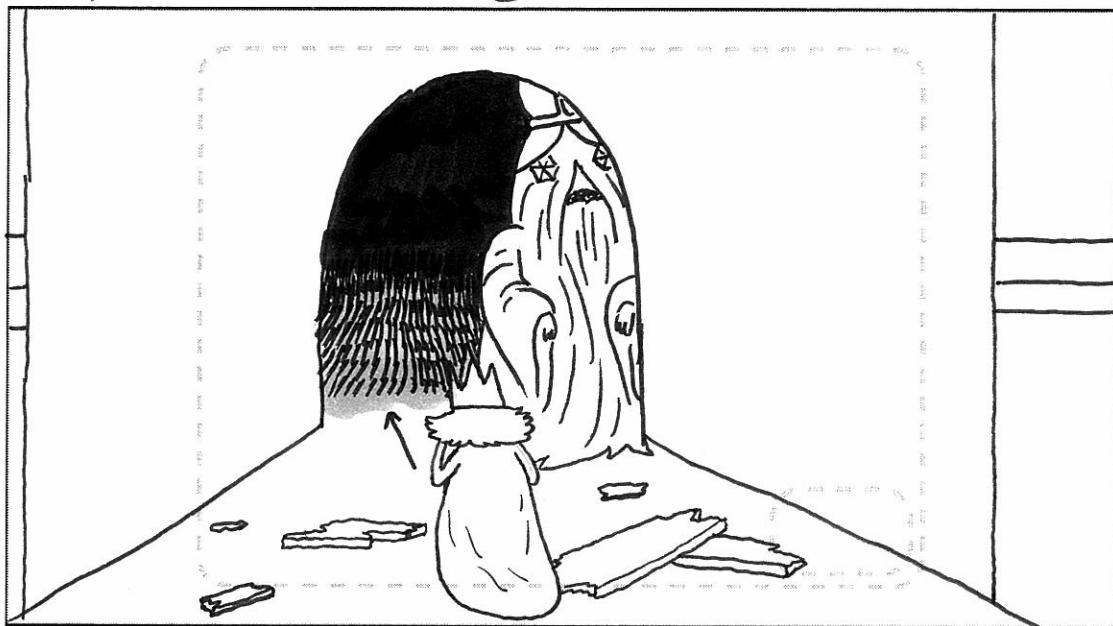
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

(guard 3 screaming
stuff smashing)

GMW! dang, sorry Ice King.

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 34

Sc. 43

Pnl. A

Bg.

day night

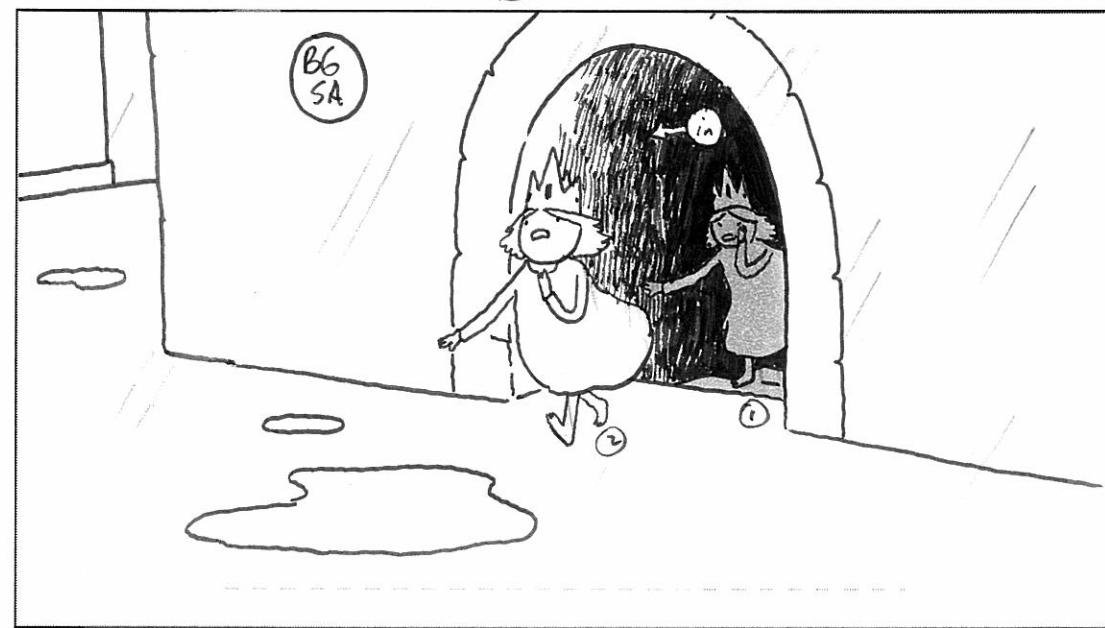


Sc.

Pnl. B

Bg.

day night



Dialog:

sfx(sound of feet running up stairs)

Simon : huff huff :

Action:

(drizzling)

Timing:

EPISODE #

Production :

1014-155

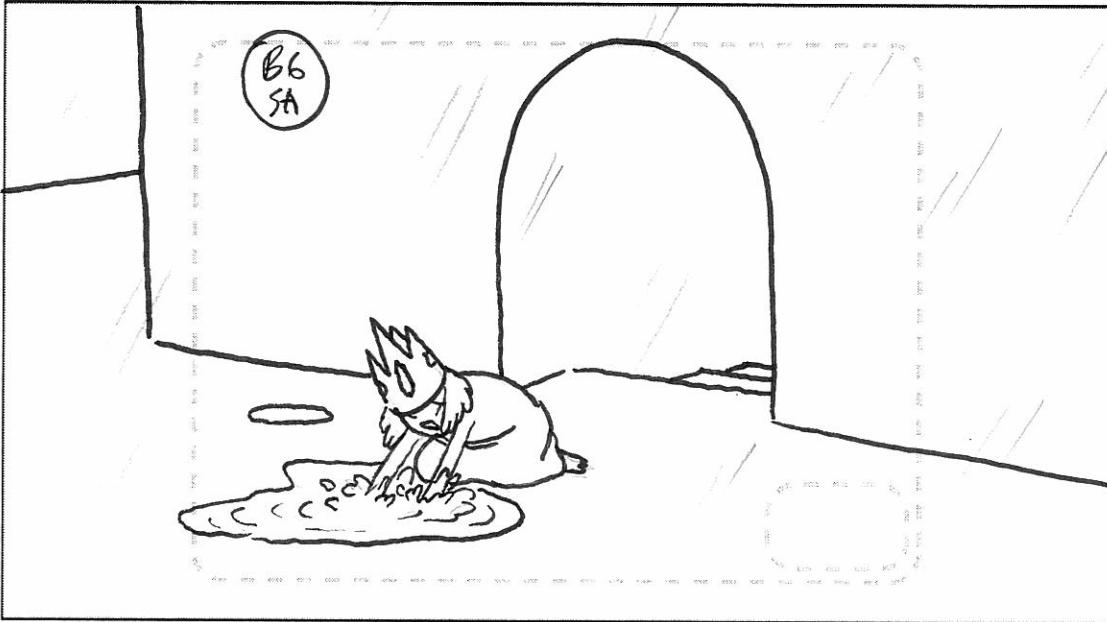
ADVENTURE TIME

Sc. 43

Pnl. C

Bg.

day night



Sc. 44

Pnl. A

Bg.

day night



Dialog:

Simon / OOFF!

sfx /: splash :

Simon / this must be it, man...

Action:

Timing:

ADVENTURE TIME



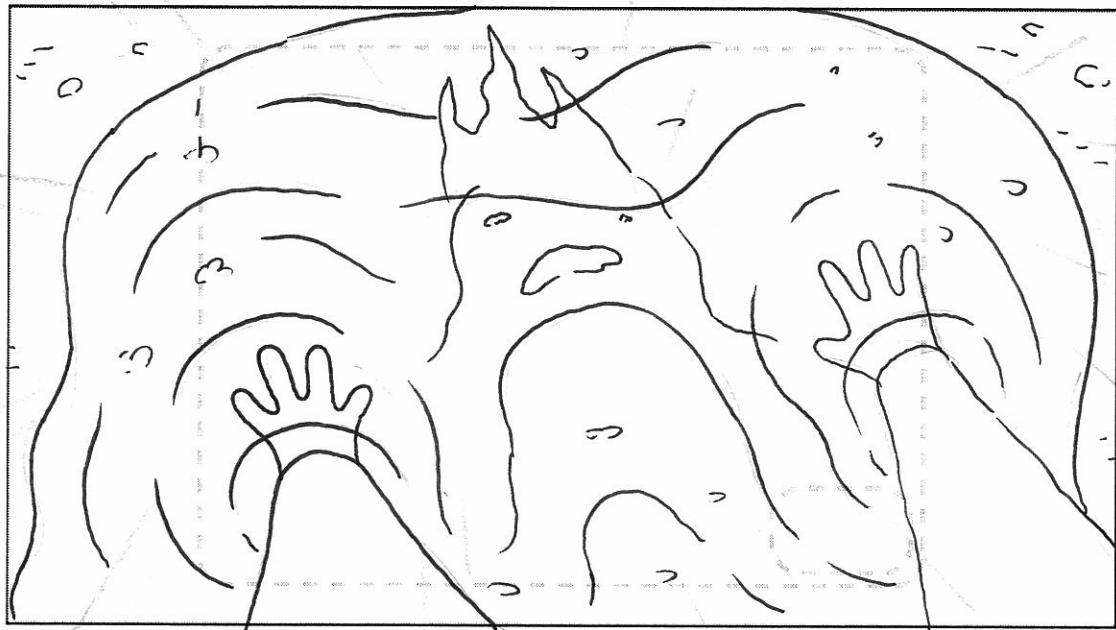
Page 3/6

Sc. 45

Pnl. A

Bg.

day night

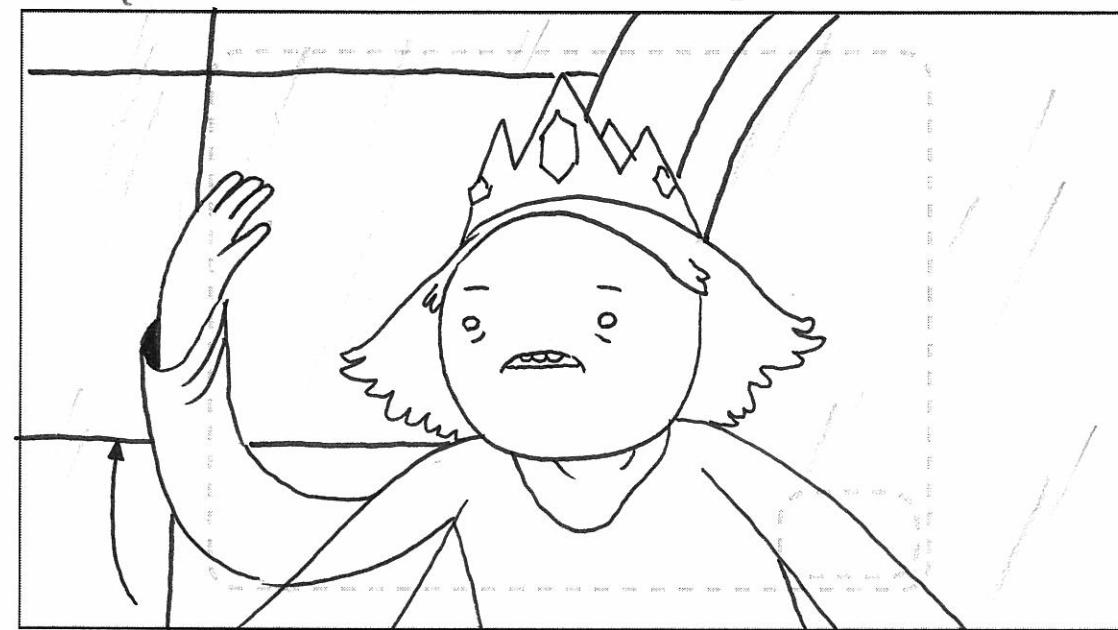


Sc. 46

Pnl. A

Bg.

day night



Dialog: Sirion / I've crossed into some new super
insane zone →

(cont) where I feel like I'm just normal again.

Action:

Timing:



EPISODE #

1014-155

ADVENTURE TIME



Page 37

Sc. 46

Pnl. B

Bg.

day night

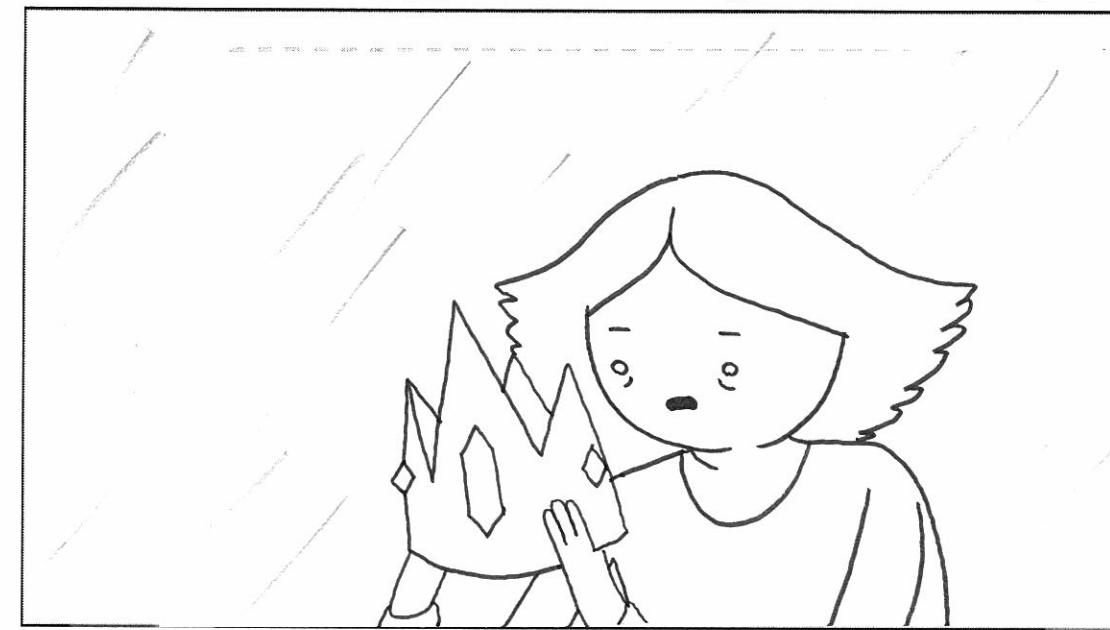
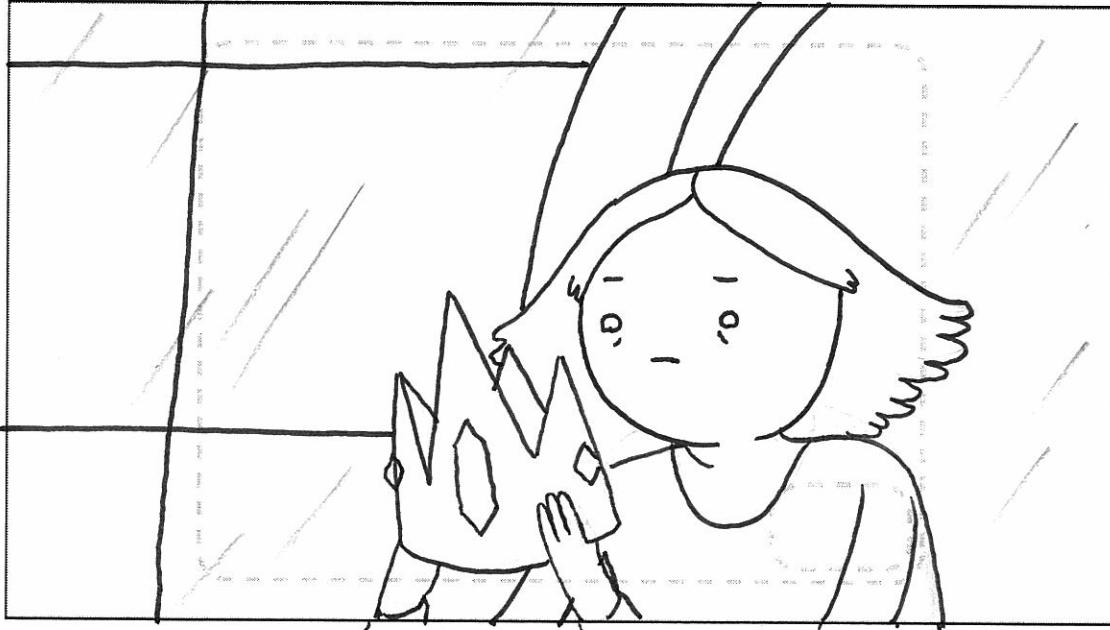
Sc.

Pnl.

C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 38

Sc. 47

Pnl. A

Bg.

day night

Sc.

Pnl.

B

Bg.

day night



Dialog:

Simon/ Or maybe I'm just normal again

Ash/ Hey stop looking at yourself

Action:

reflection of Ash appears in puddle

Timing:

EPIISODE #

Production :

1014-155

ADVENTURE TIME



Page 39

Sc. 48

Pnl. A

Bg.

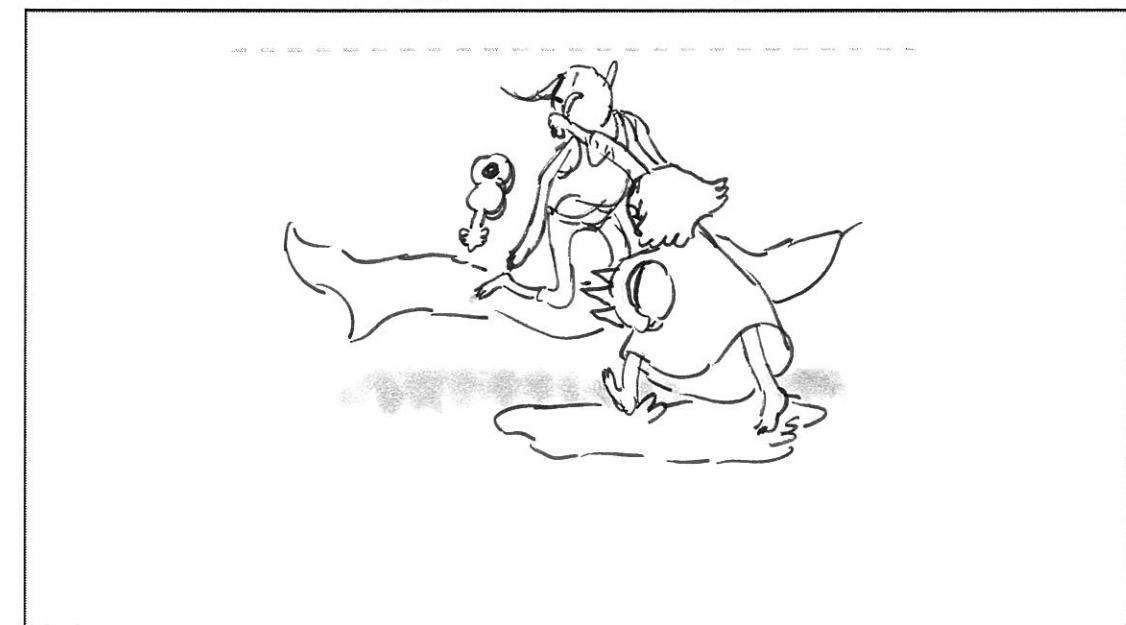
day night

Sc.

Pnl. B

Bg.

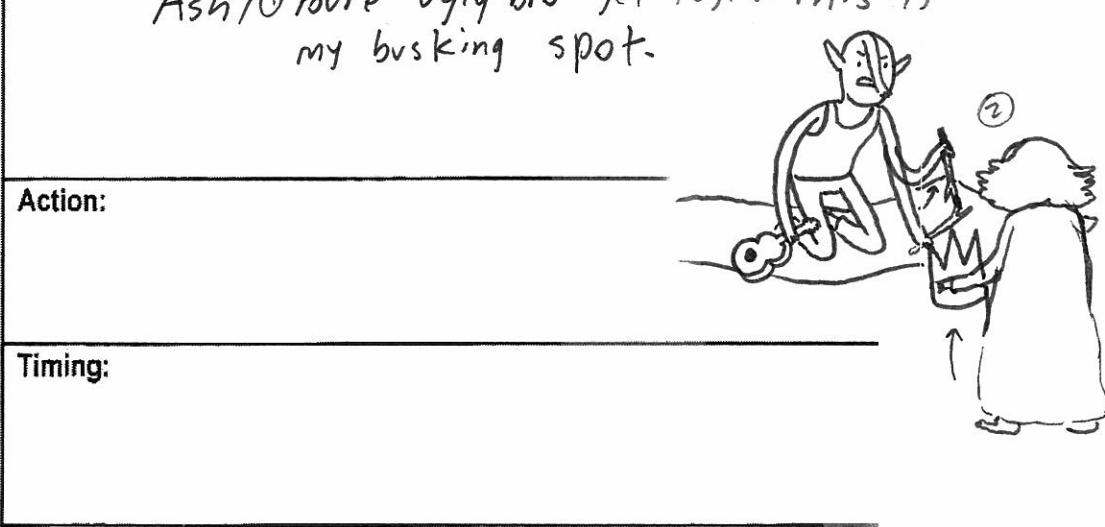
day night



Dialog:

Ash ① You're ugly bro get lost. ② This is my busking spot.

SFX/BOP



EPIISODE #

Production :

1014-155

ADVENTURE TIME



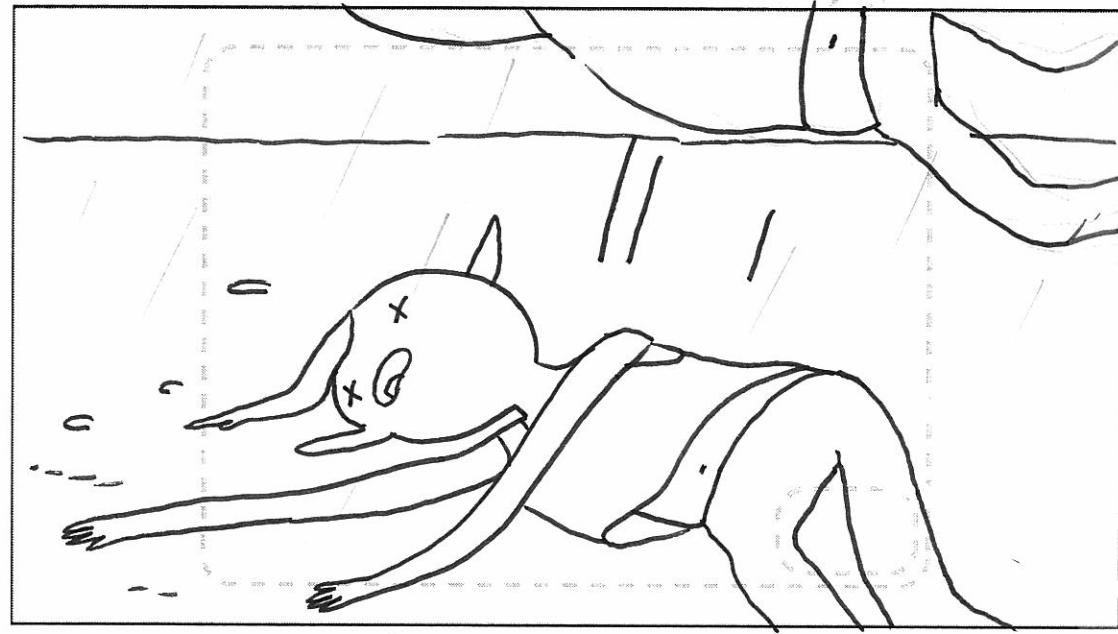
Page 40

Sc. 49

Pnl. A

Bg.

day night

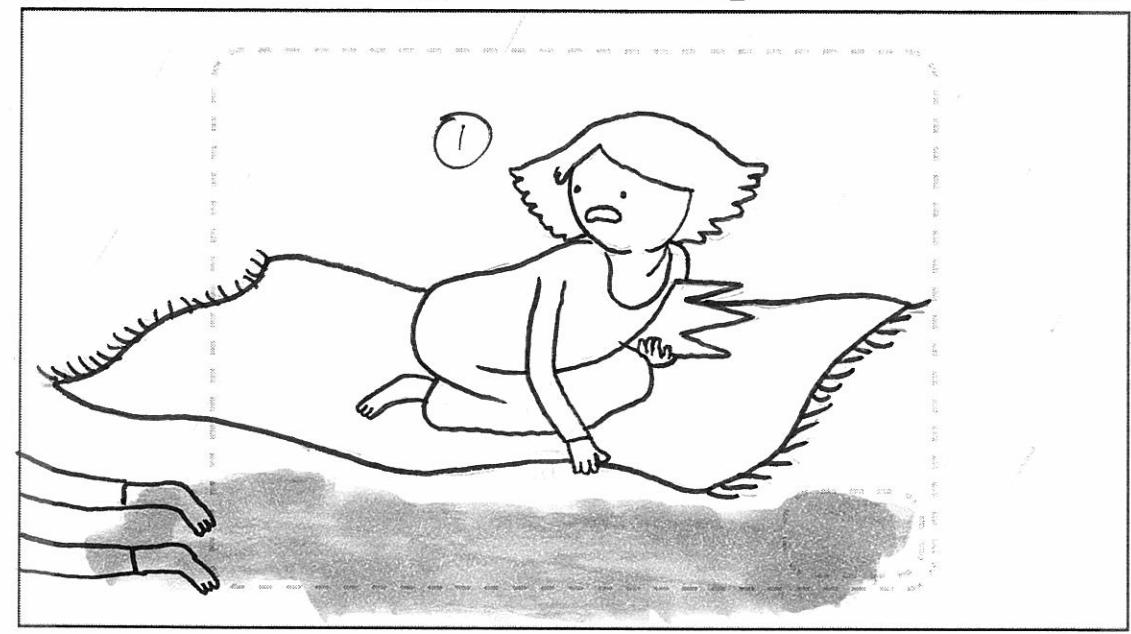


Sc. 50

Pnl. A

Bg.

day night



Dialog:

:= WHUMP :=

S/① Sorry man no
time!
② go carpet!

Action:

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 41

Sc. 50

Pnl. B

Bg.

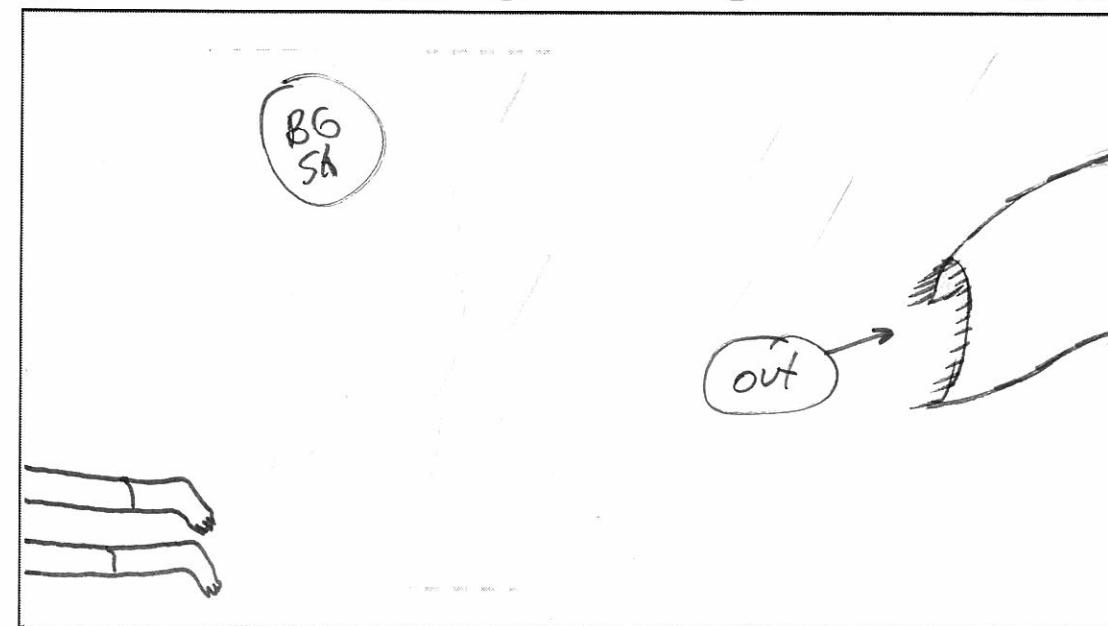
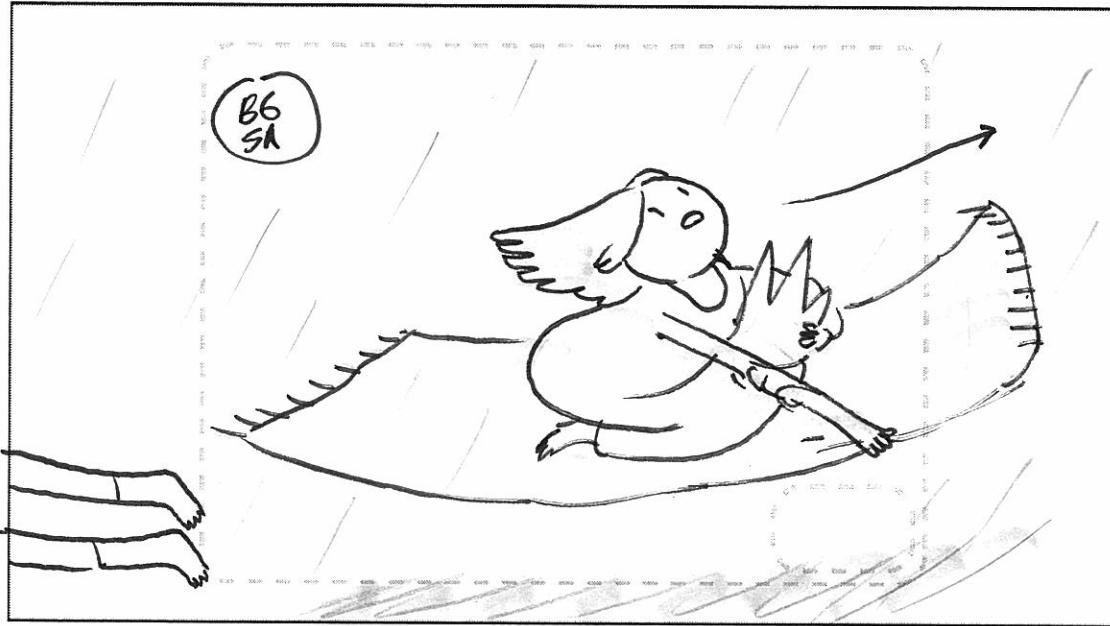
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

~ wip!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 42

Sc. 51

Pnl. A

Bg.

day night

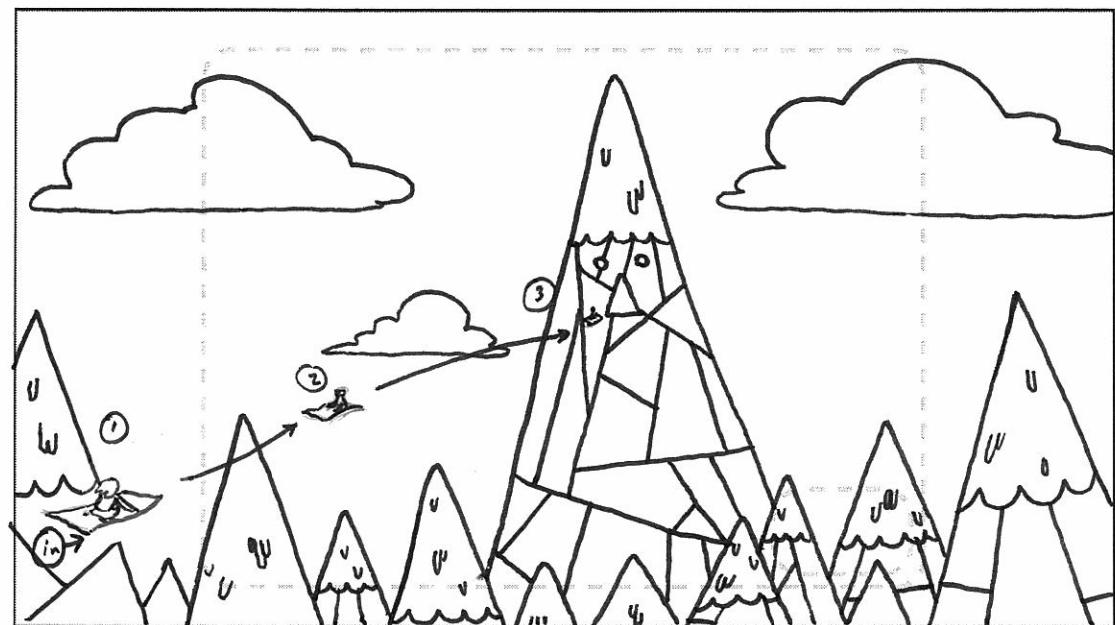


Sc. 52

Pnl. A

Bg.

day night



Dialog:

Action:

fly out of wizard city
single cloud raining over wir city still bright out

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



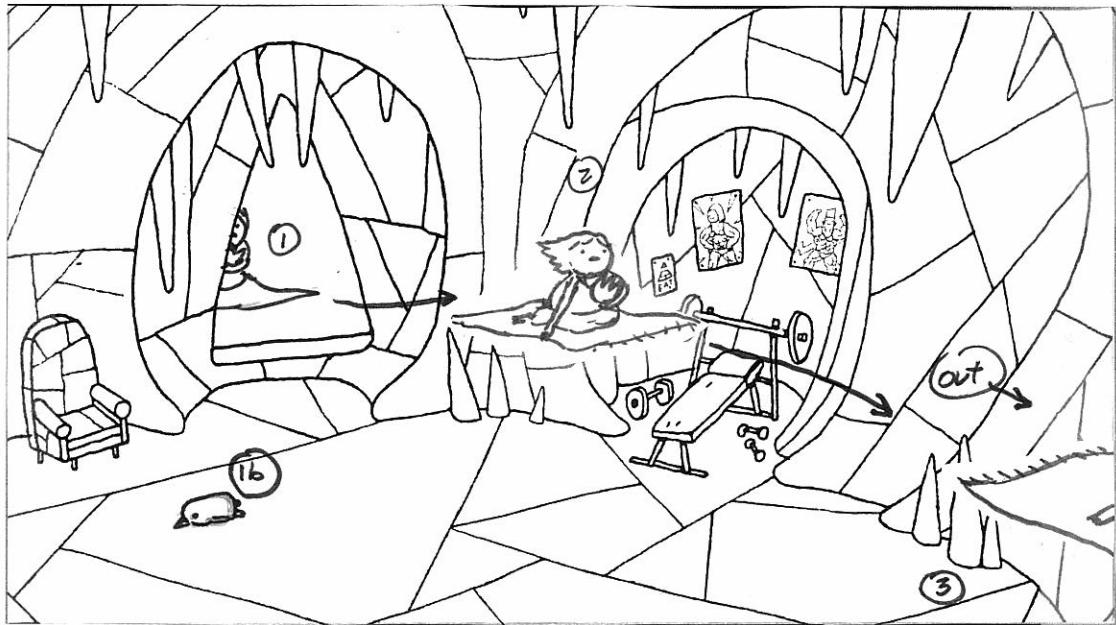
Page 43

Sc. 53

Pnl. A

Bg.

day night

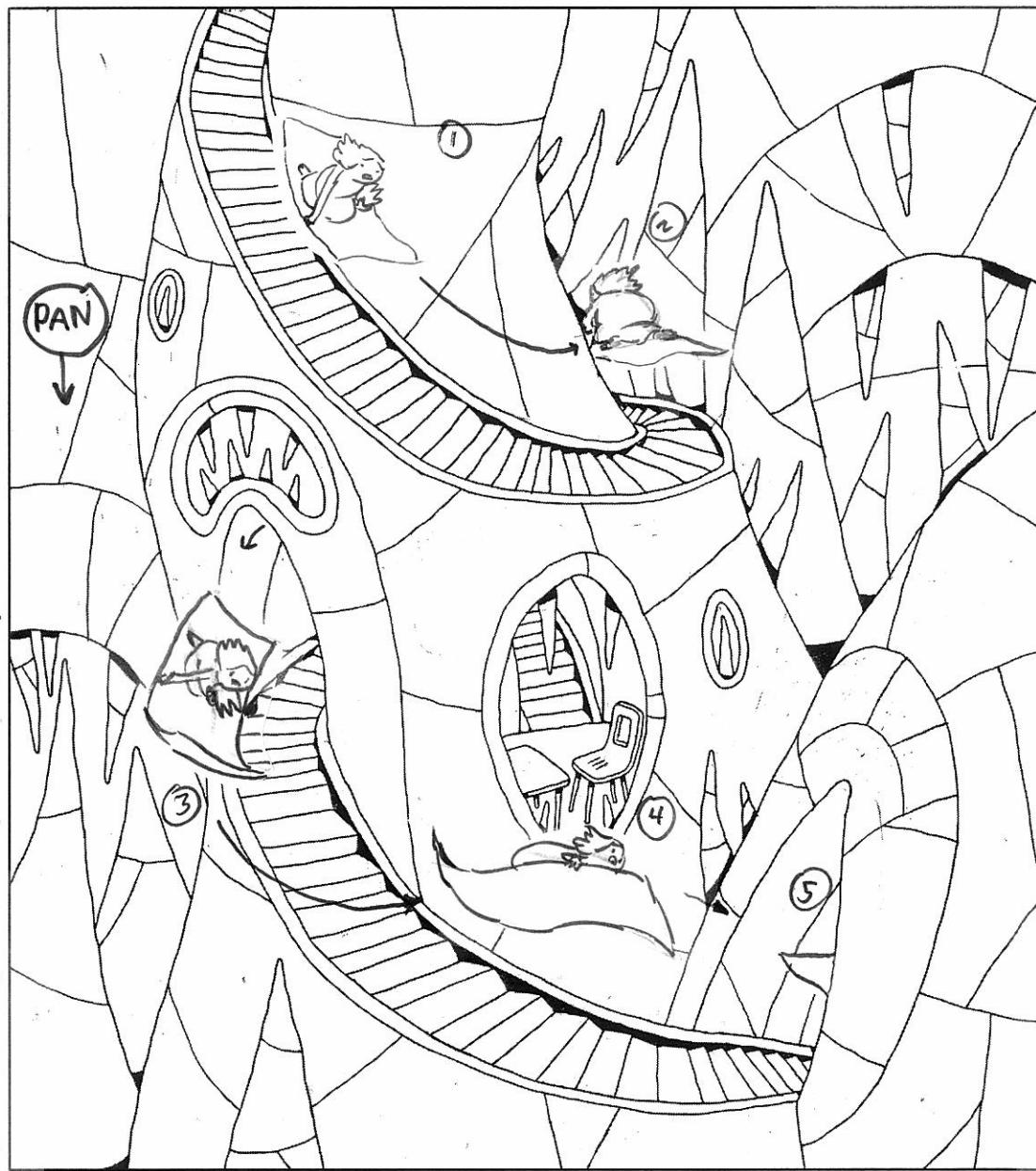


Sc. 54

Pnl. A

Bg.

day night



Dialog:

Action:



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



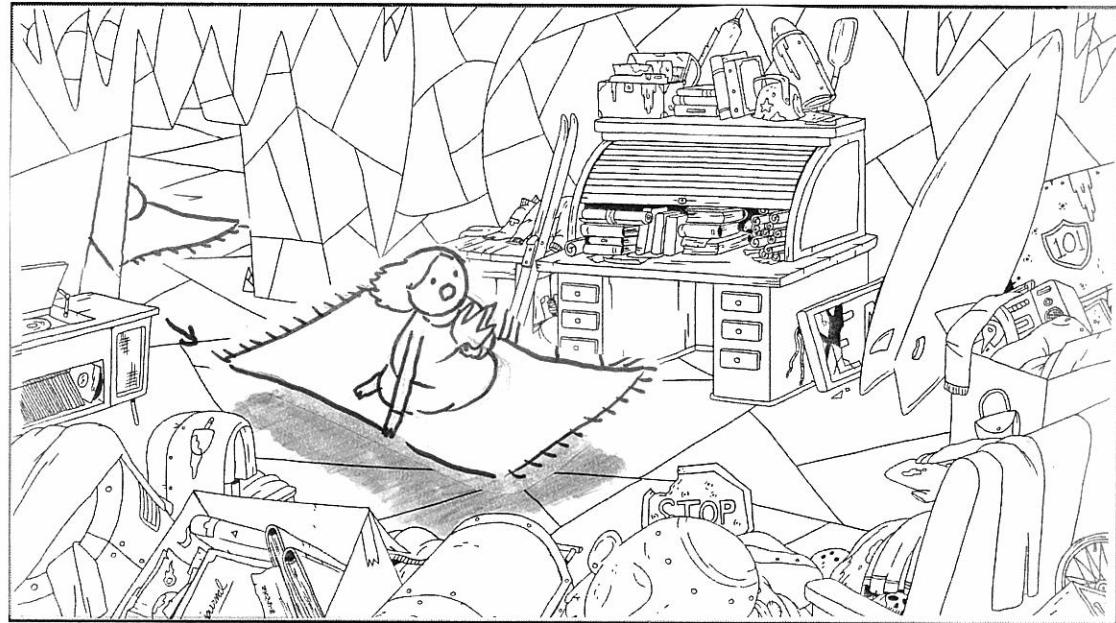
Page 44

Sc. 55

Pnl. A

Bg.

day night



Sc.

Pnl. B

Bg.

day night



Dialog:

Simon! woahh-kay!

Simon! it's gotta be here...

Action:

carpet stops

Timing:

EPIISODE #

Production :

1014-155

ADVENTURE TIME



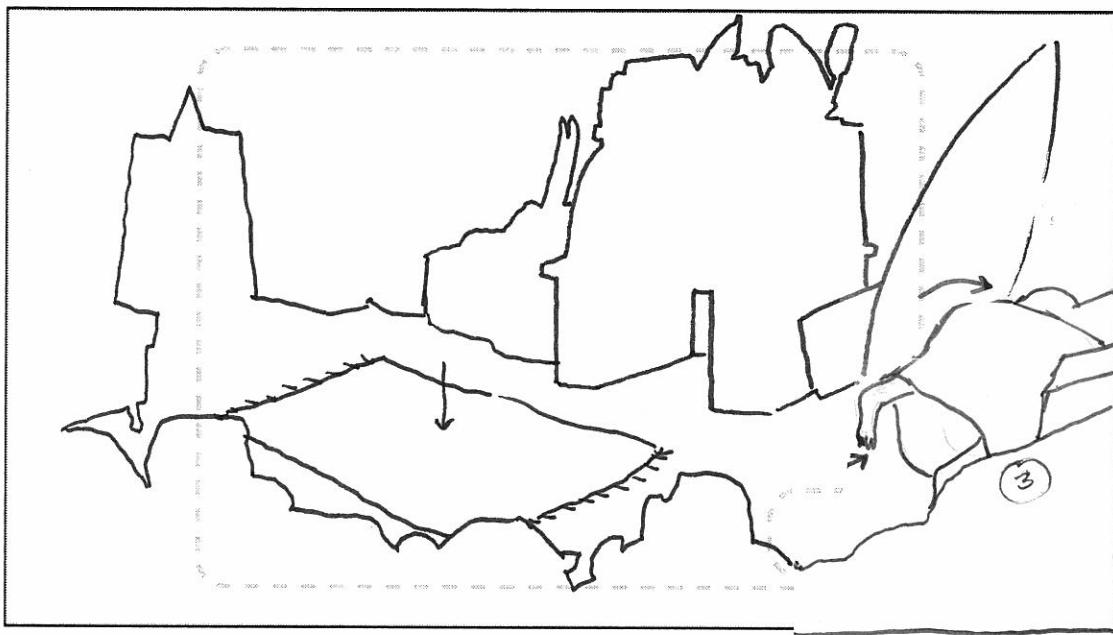
Page 45

Sc. 55

Pnl. C

Bg.

day night



Sc. 56

Pnl. A

Bg.

day night



Dialog: Simon / even in my prolonged state of insanity -

S / my immutable essence must have known to -

Action: (carpet drifts to floor)

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 46

Sc. 57

Pnl. A

Bg.

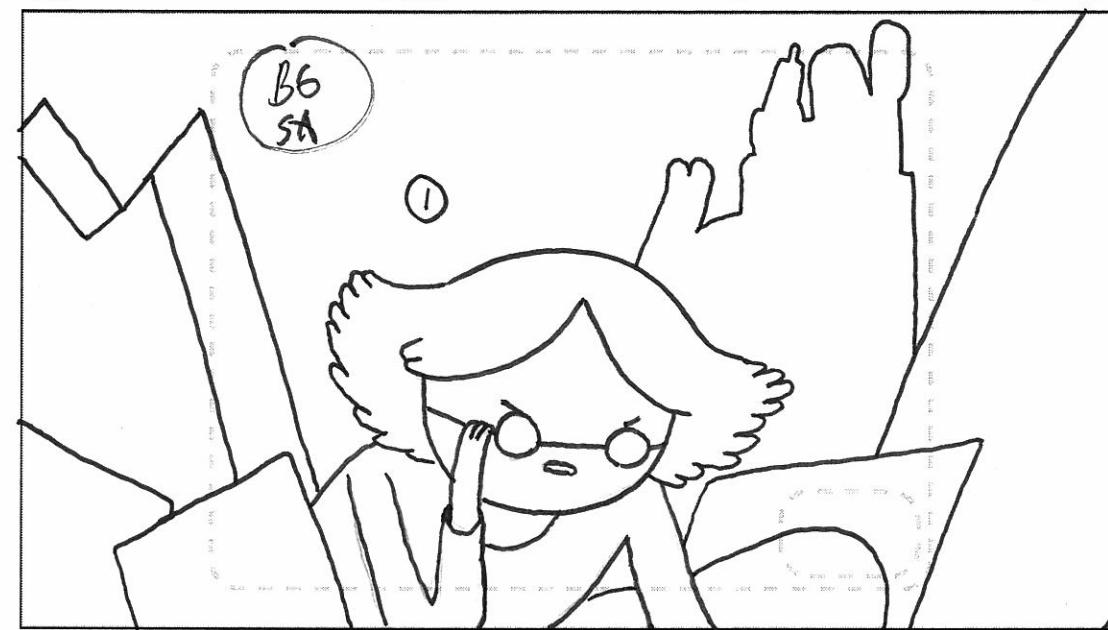
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Simon/ ① Oh ② Yesss.

5/ hello
①②③④

Action:



Timing:



EPISODE #

1014-155

ADVENTURE TIME



Sc. 57

Pnl.

C

Bg.

day night



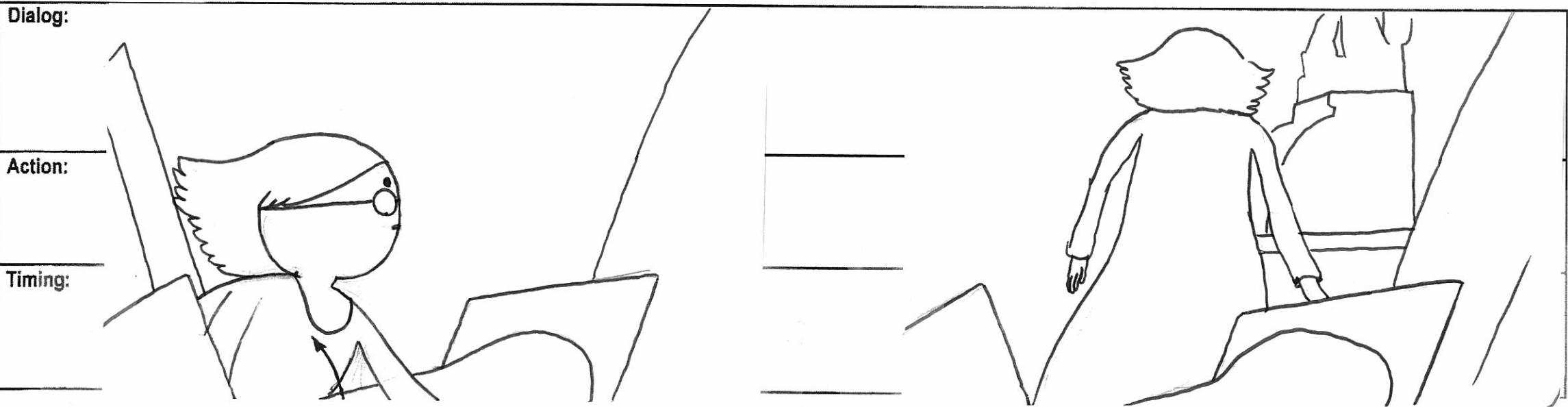
Sc.

Pnl.

D

Bg.

day night



Page 47

EPISODE #

1014-155

Production :

ADVENTURE TIME



Page 48

Sc. 57

Pnl. E

Bg.

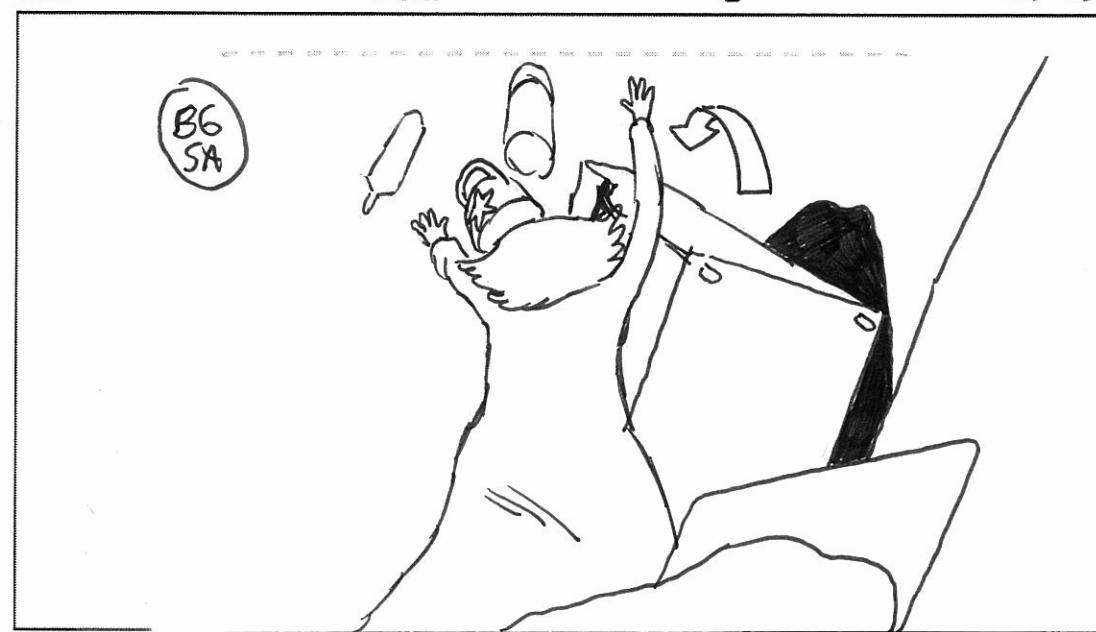
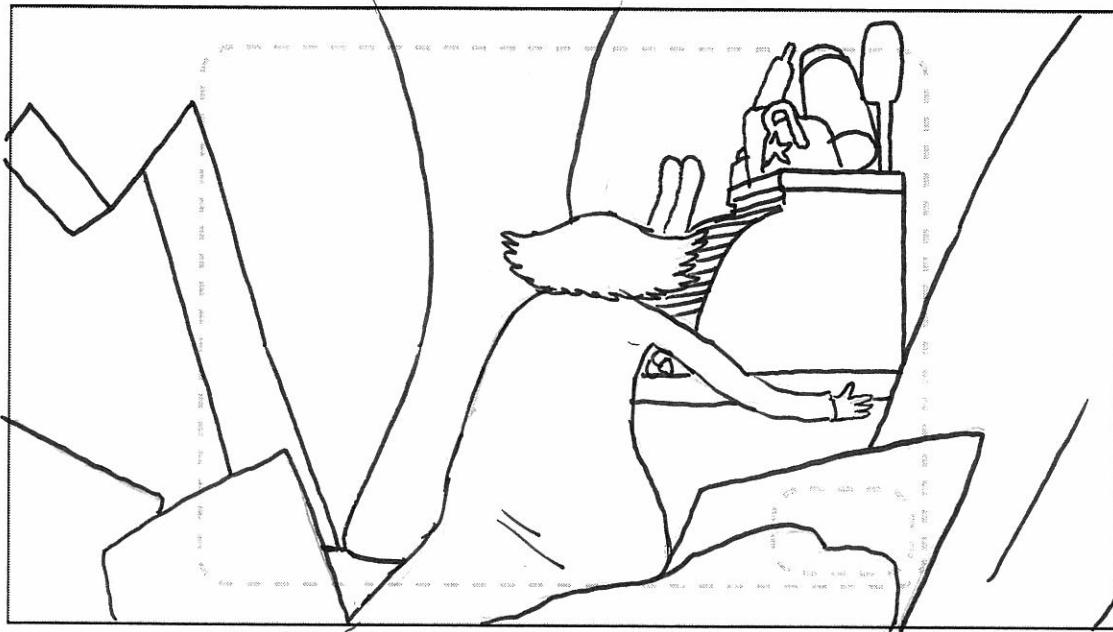
day night

Sc.

Pnl. F

Bg.

day night



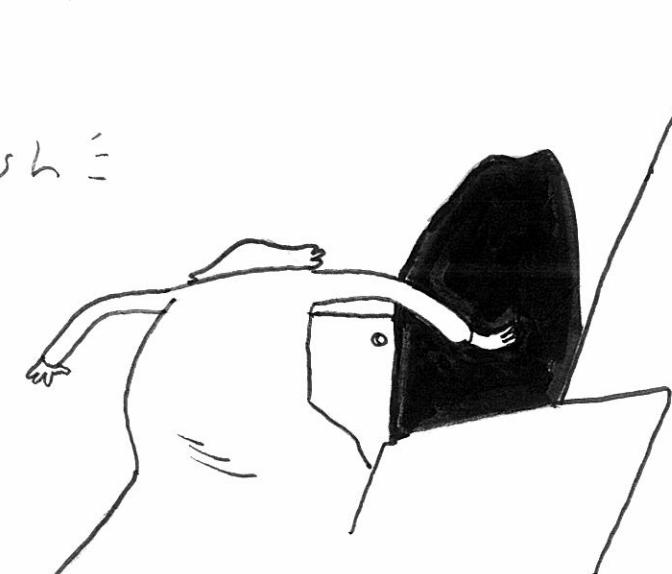
Dialog:

SIMON! UNGH!

Action:

:crash:

Timing:



EPIISODE #

Production :

1014-155

ADVENTURE TIME

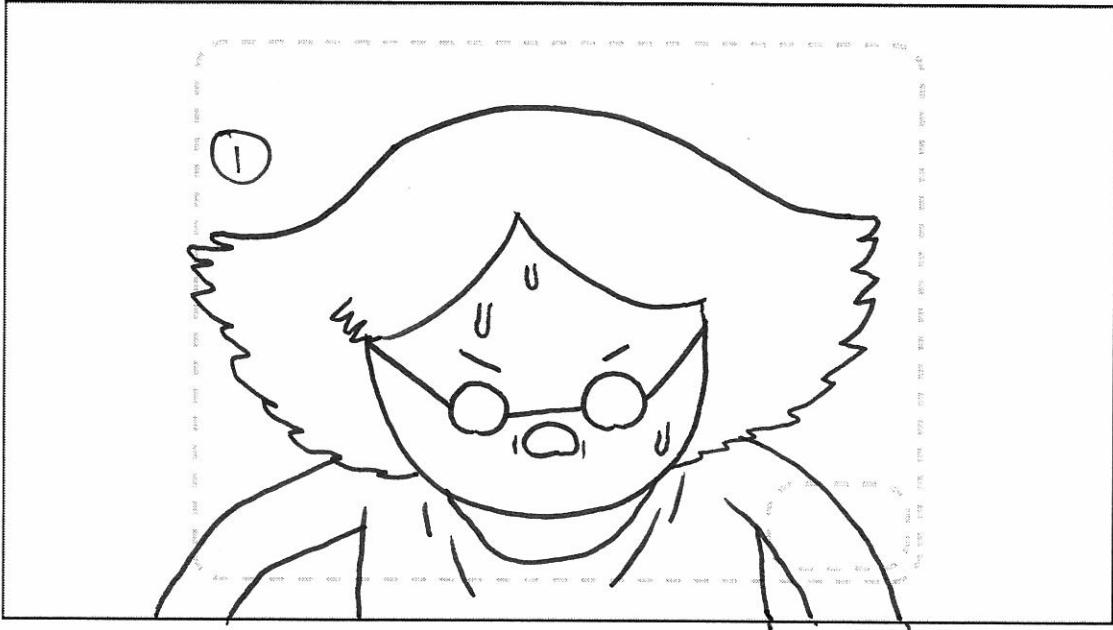


Sc. 58

Pnl. A

Bg.

day night

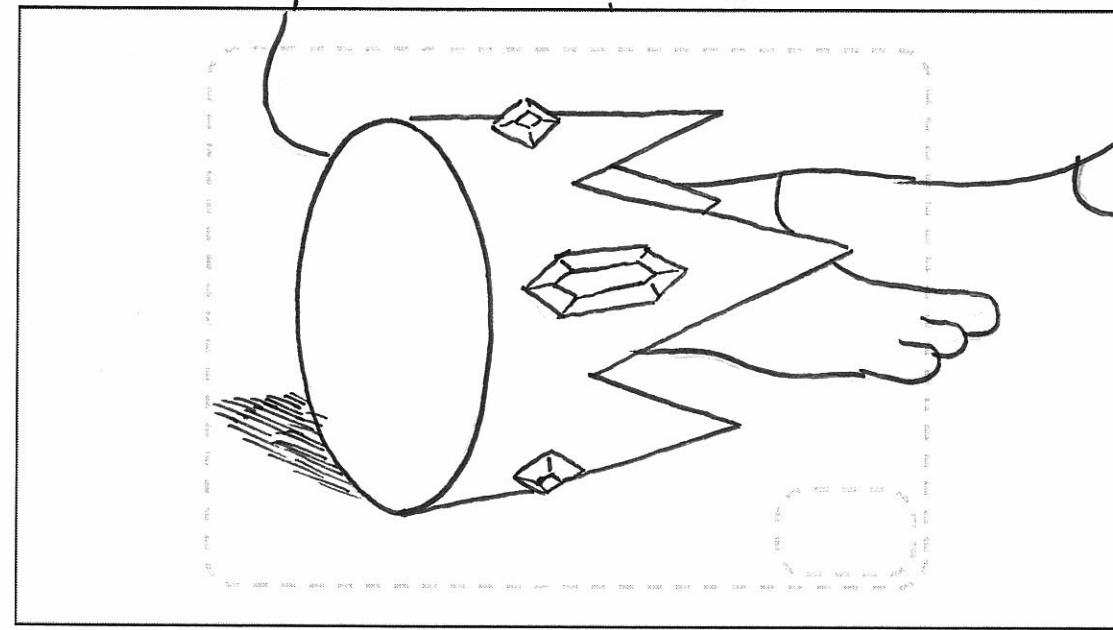


Sc. 59

Pnl. A

Bg.

Page 49
day night



Dialog:

S/ huff huff huff



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 50

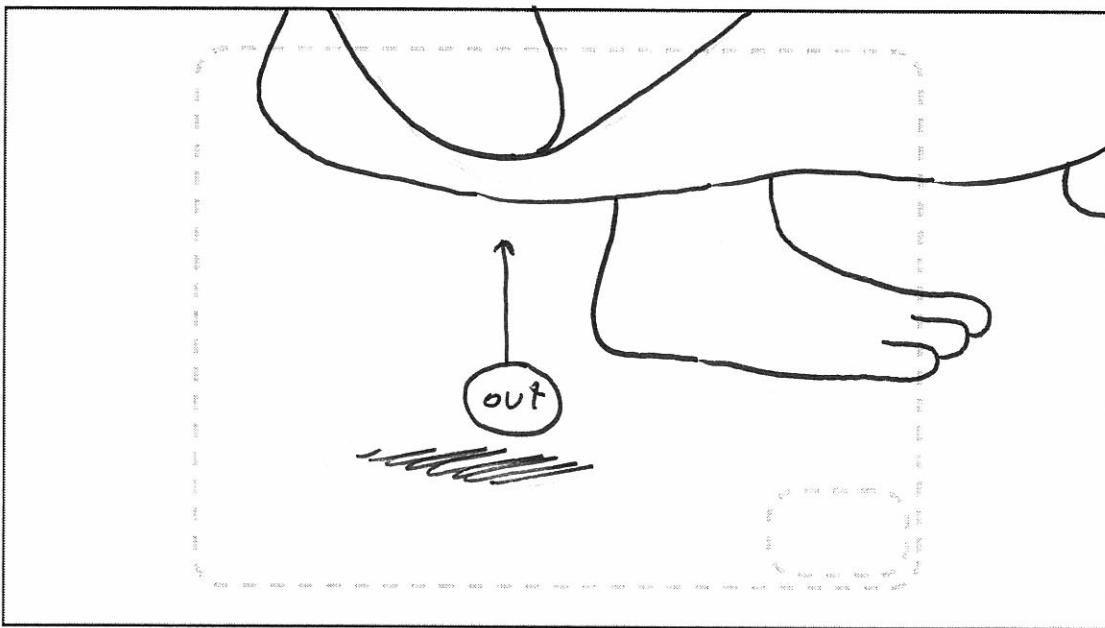
Sc. 60

Pnl.

A

Bg.

day night



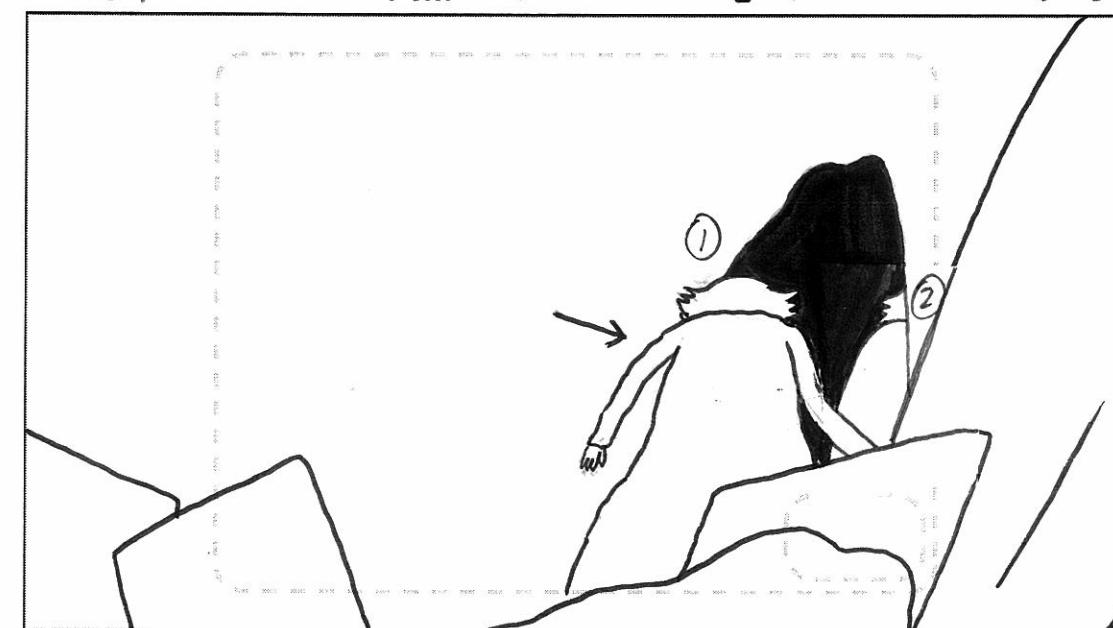
Sc. 61

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



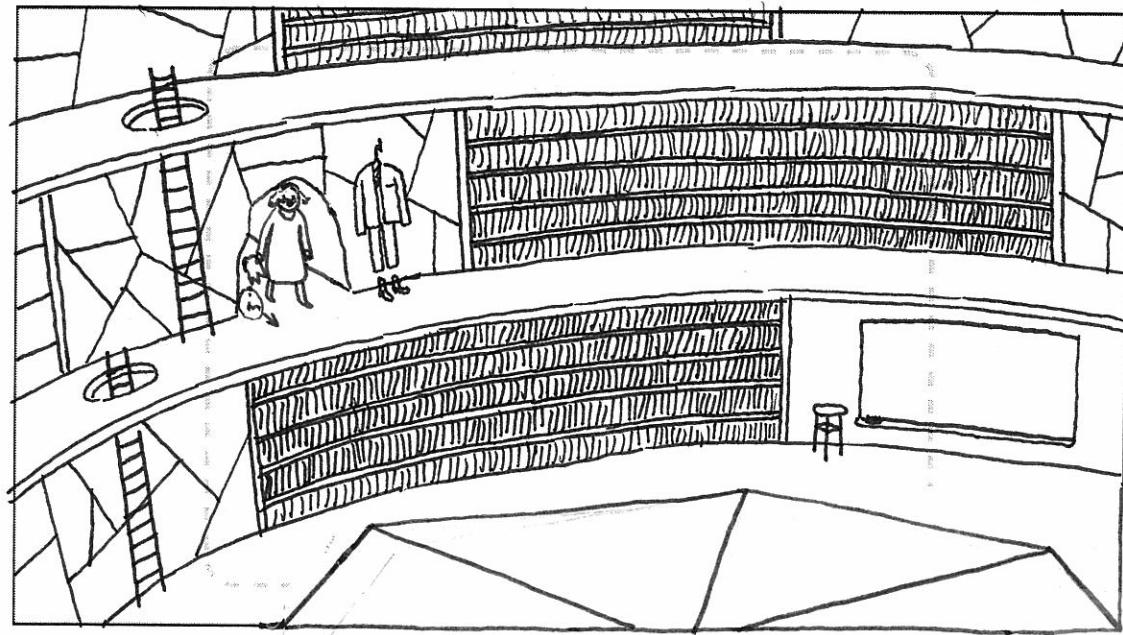
Page 51

Sc. 62

Pnl. A

Bg.

day night

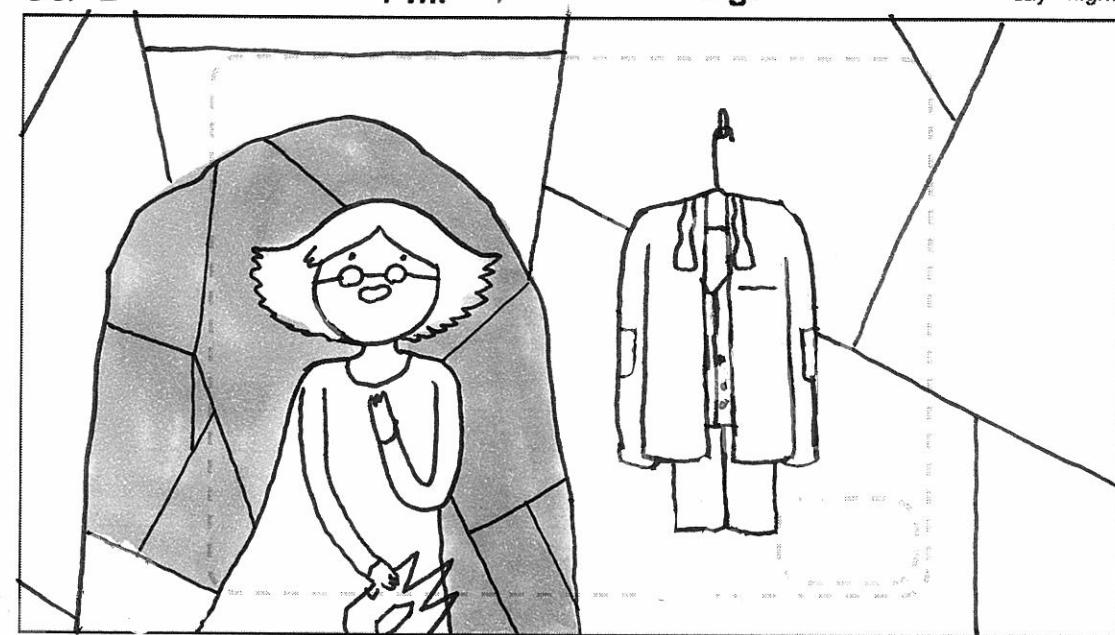


Sc. 63

Pnl. A

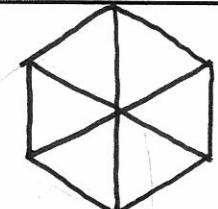
Bg.

day night



Dialog:

Simon/ ah -



center
room
pattern

Simon/ my research!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 52

Sc. 63

Pnl. B

Bg.

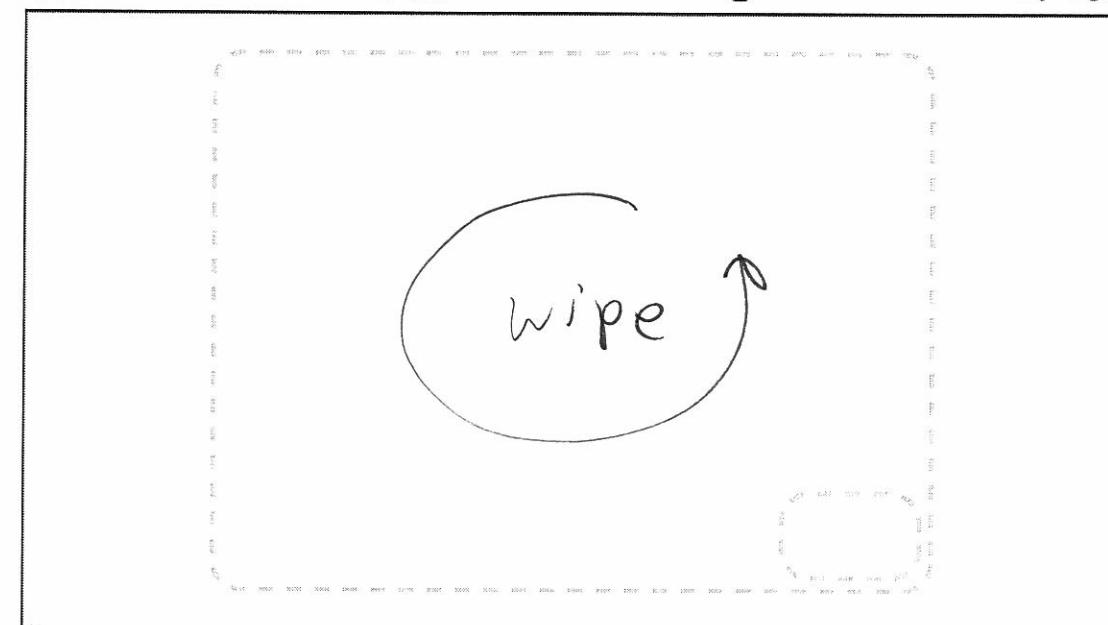
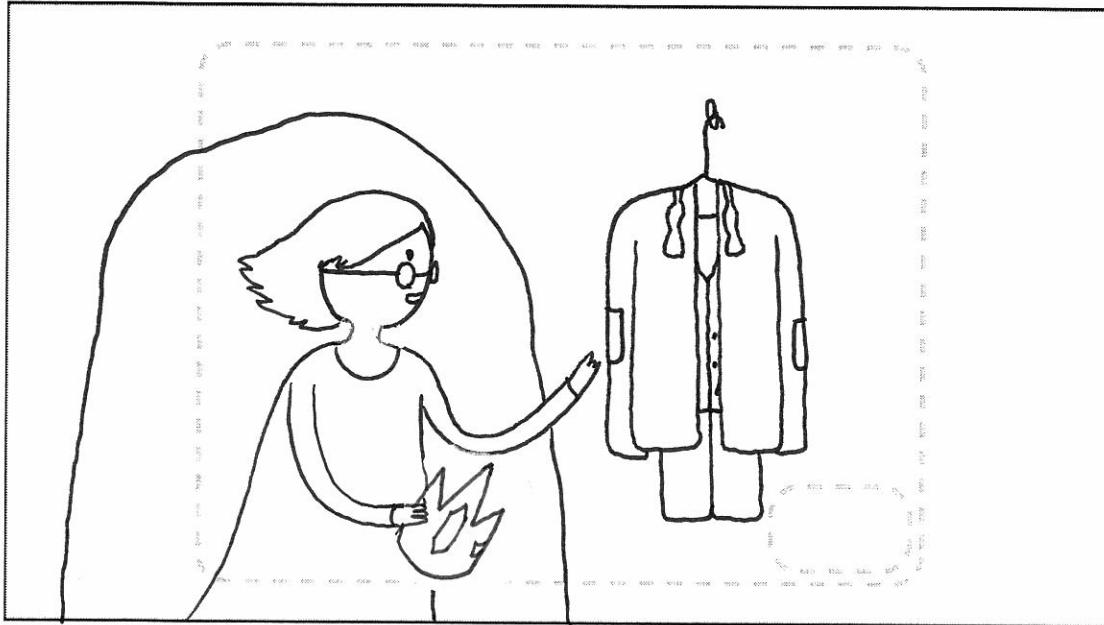
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Simon / my Jackie! Jacket!

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Sc. 61

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

Page 83

day night



Dialog:

Simon / ① mutation ② mutation, mind expa-
③ ah!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



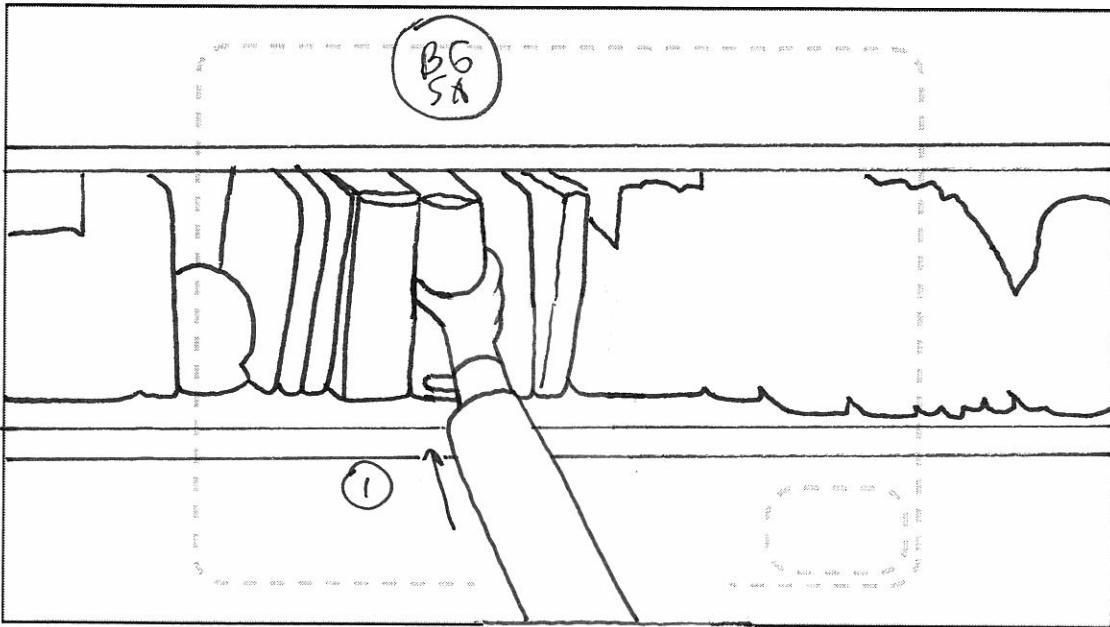
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Sc. 64

Pnl. B

Bg.

day night

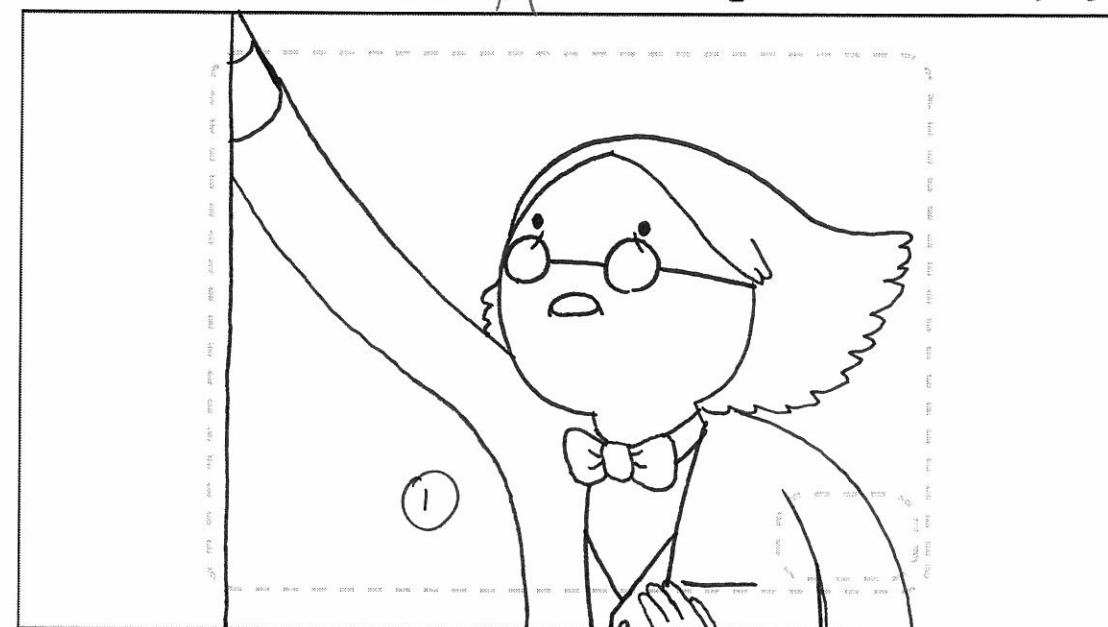


Sc. 65

Pnl. A

Bg.

day night



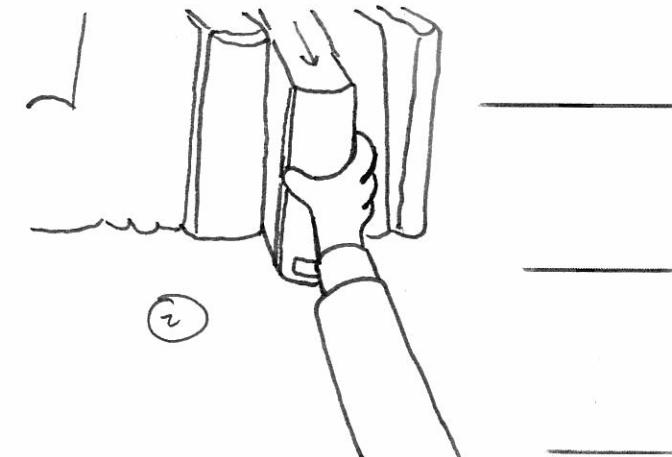
Dialog:

S/Here we go
① — ②

Action:

(pull out book)

Timing:



Simon / "Mystic Rivalry and their
Space-Time
Applications"



Production :

EPISODE #

1014-155

Page 54

ADVENTURE TIME



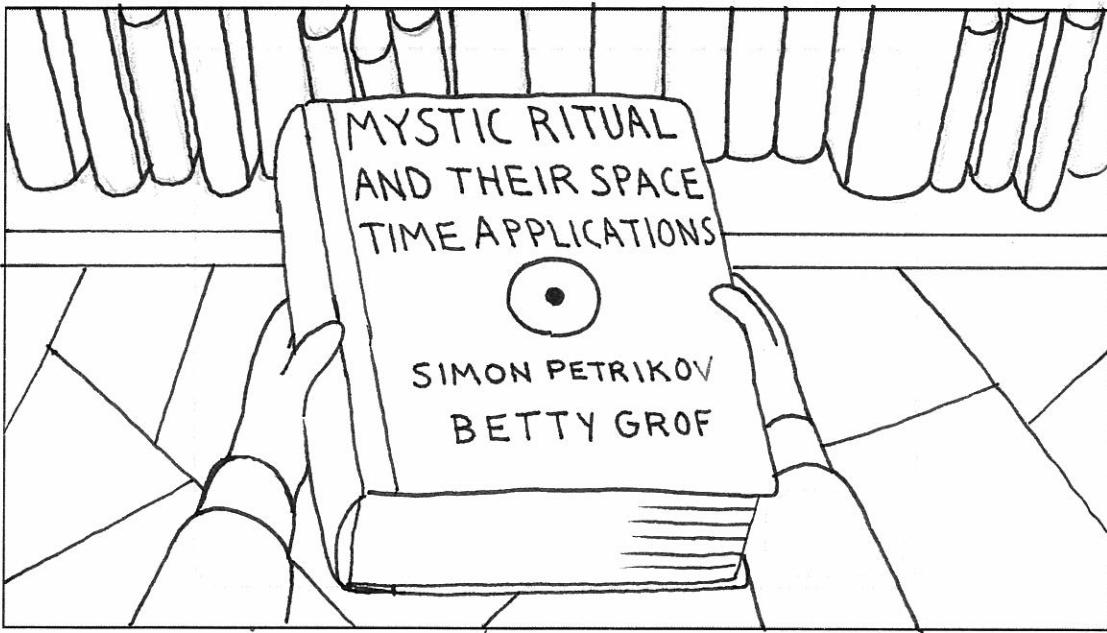
Page 55

Sc. 66

Pnl. A

Bg.

day night

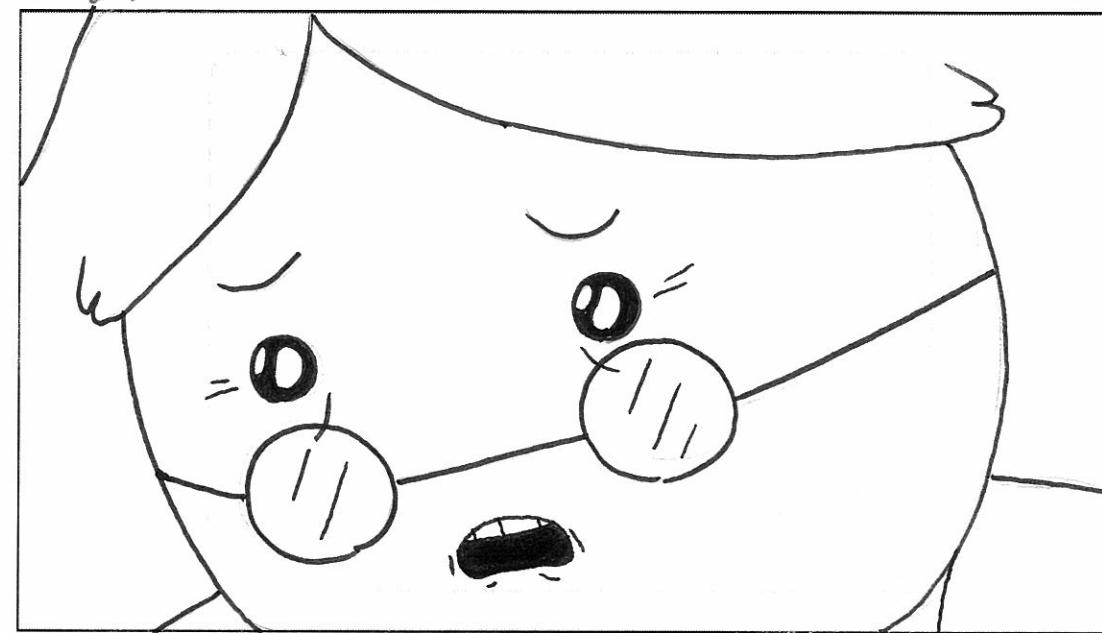


Sc. 67

Pnl. A

Bg.

day night



Dialog: Simon / "Simon Petrikov and Betty Grof"

Simon / Betty

Action:

photo slips
out of back →

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



56
Page _____

Sc. 68

Pnl. A

Bg.

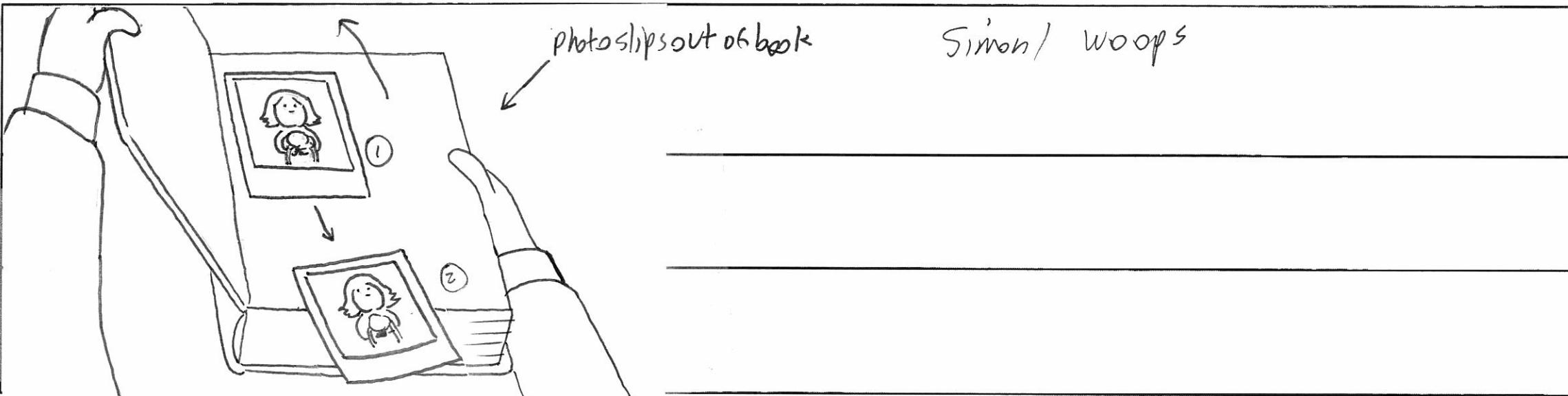
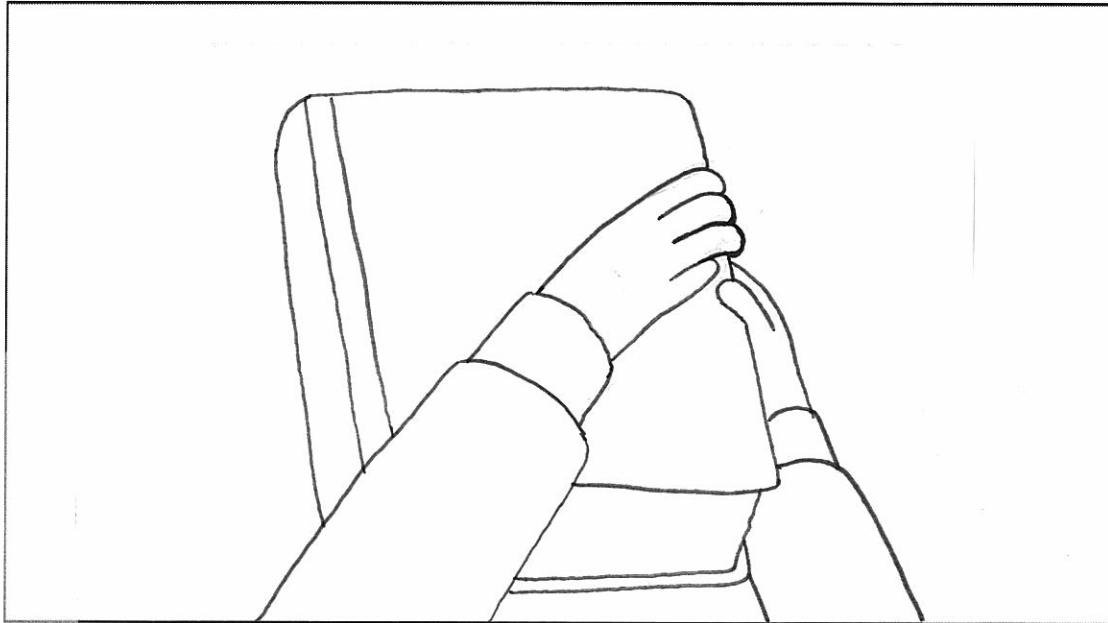
day night

Sc. 69

Pnl. A

Bg.

day night



Production :

EPISODE #

1014-155

ADVENTURE TIME



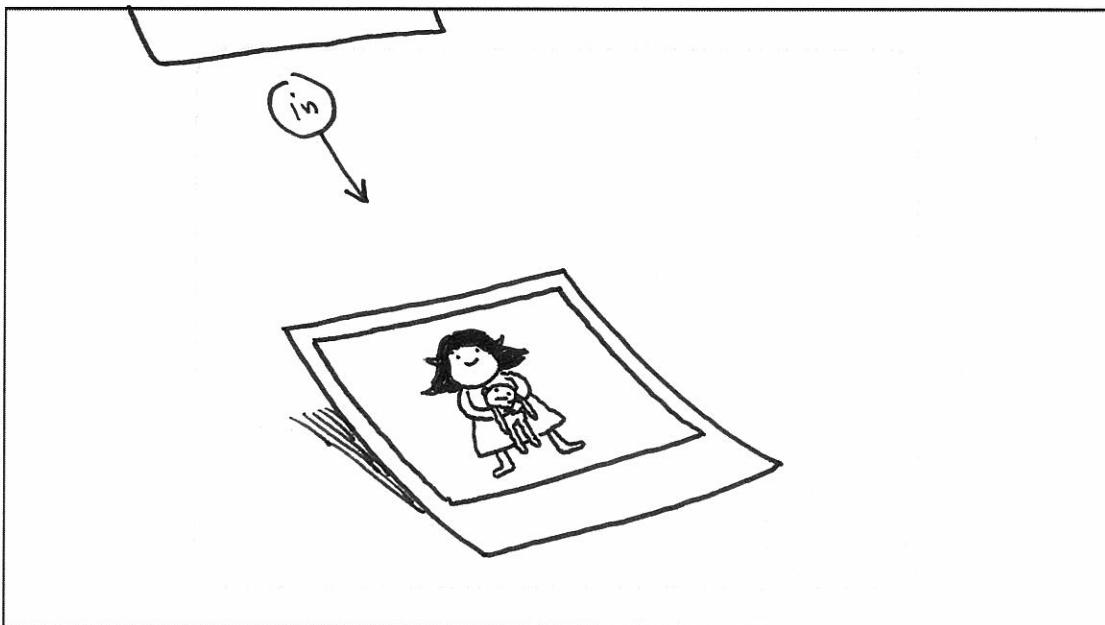
Page 57

Sc. 70

Pnl. A

Bg.

day night



Sc. 71

Pnl. A

Bg.

day night



Dialog:

Simon/(os)Marceline ..

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 58

Sc. 72

Pnl. A

Bg.

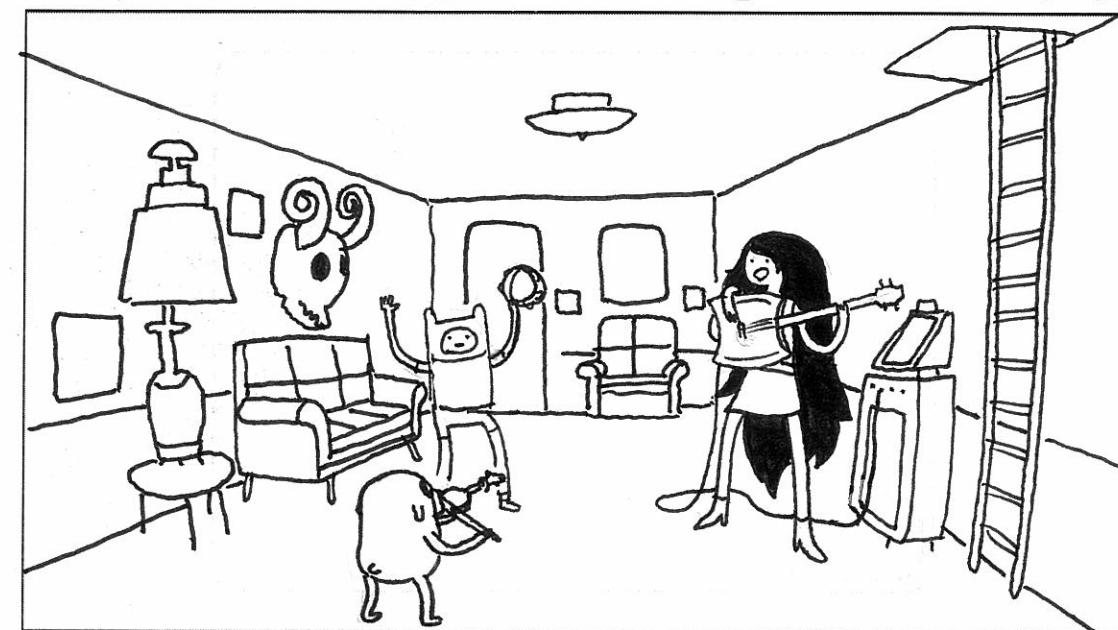
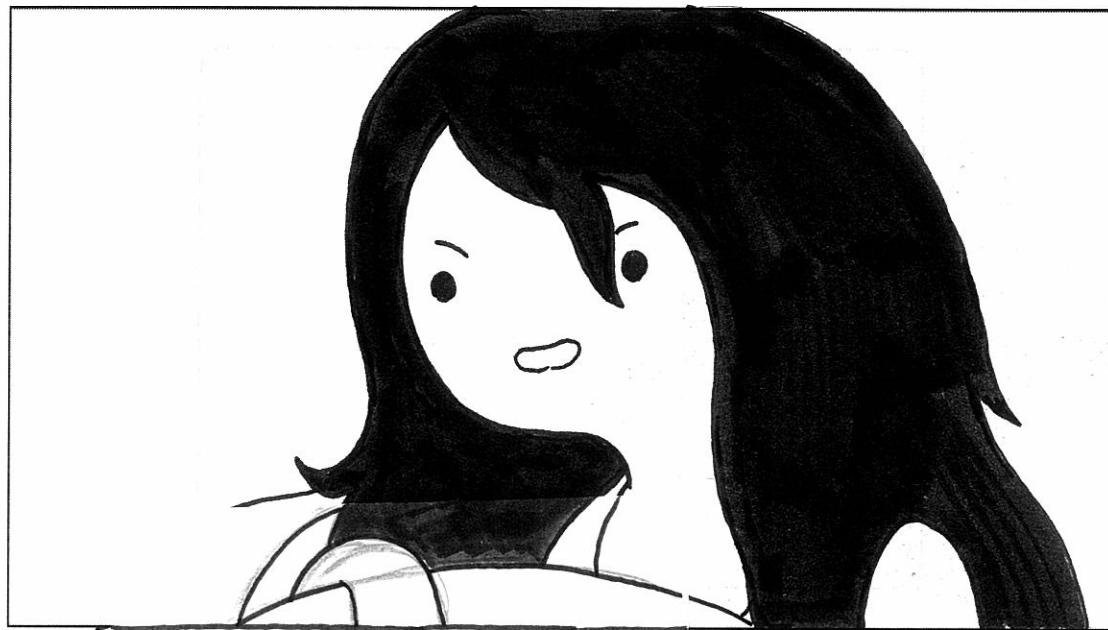
day night

Sc. 73

Pnl. A

Bg.

day night



Dialog:

Marceline / One, two... one two → three four :

Action:

Timing:

1014-155

EPISODE #

Production :

ADVENTURE TIME



Page 59

Sc. 73

Pnl. B

Bg.

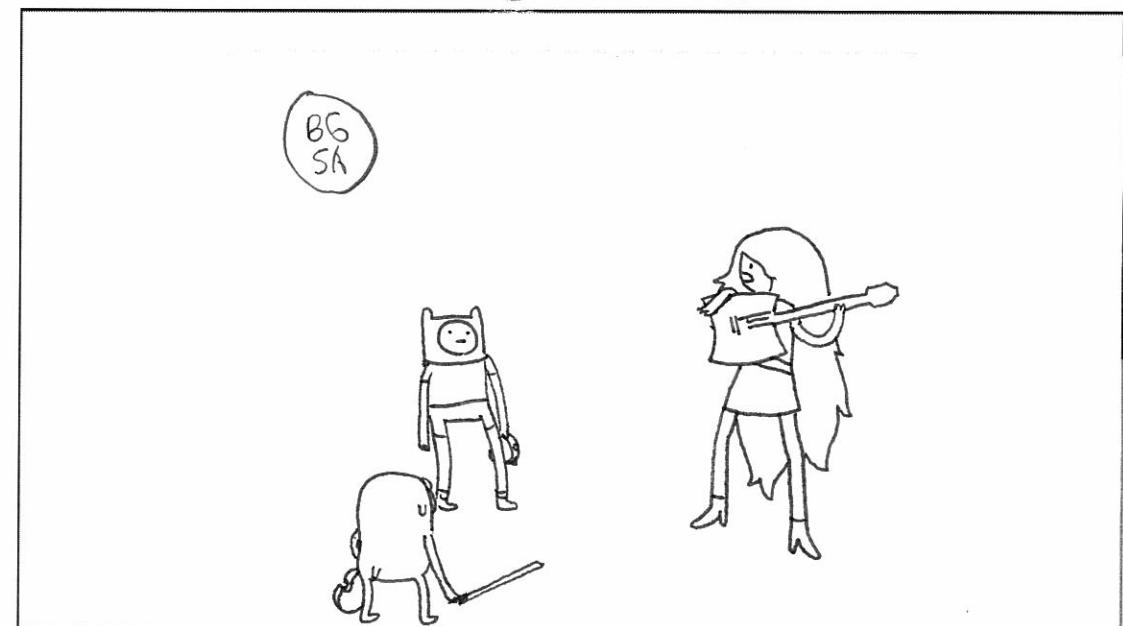
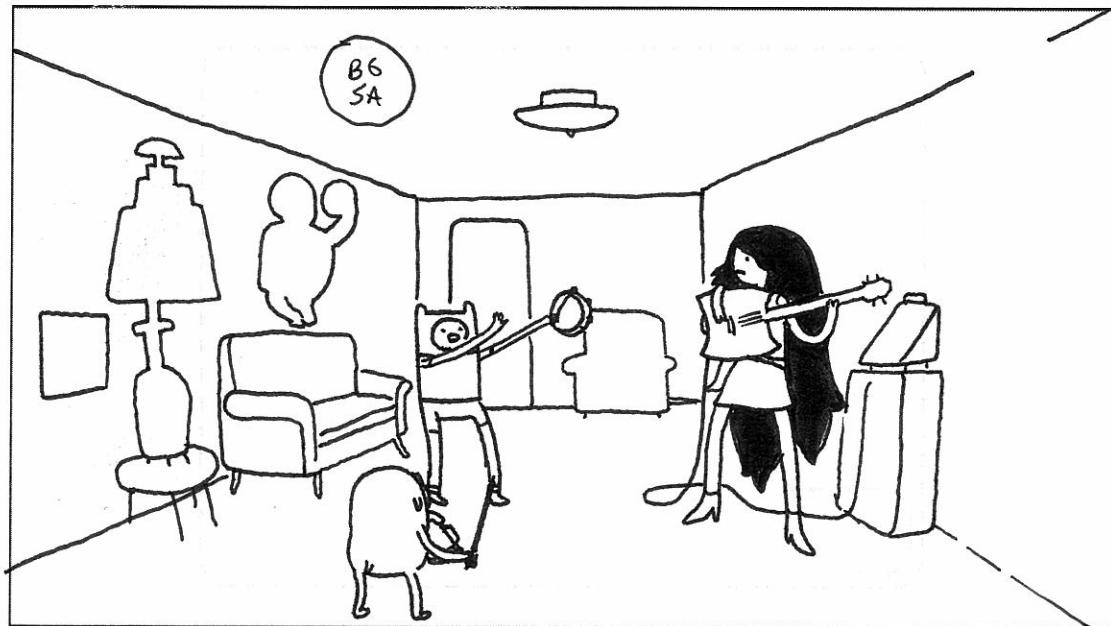
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Finn / Wait !

Marceline / What .

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



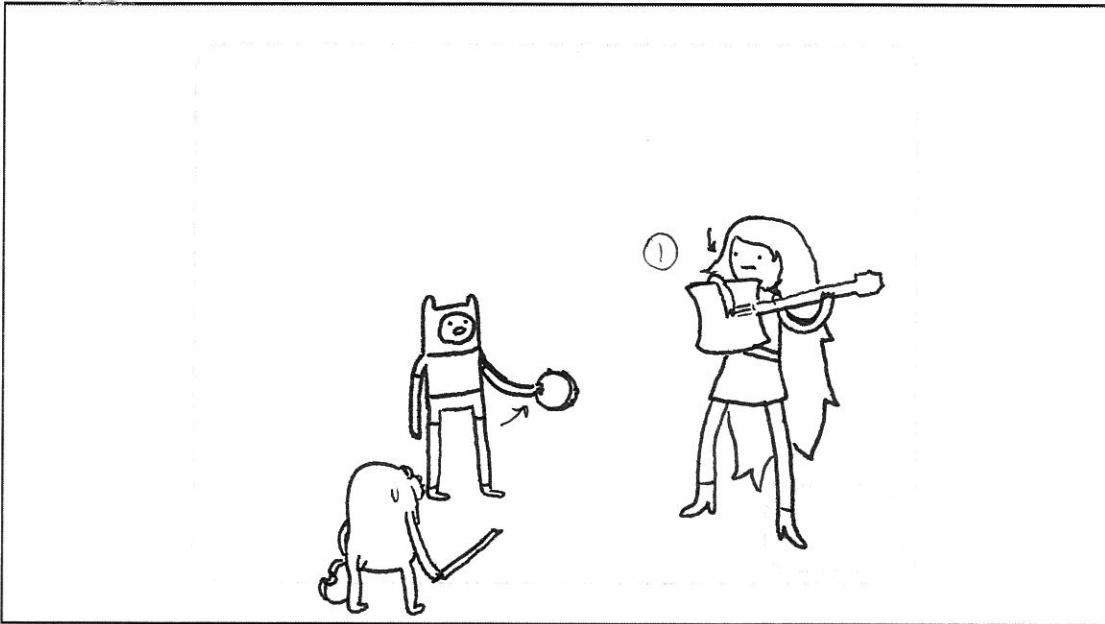
Page 60

Sc. 73

Pnl. D

Bg.

day night

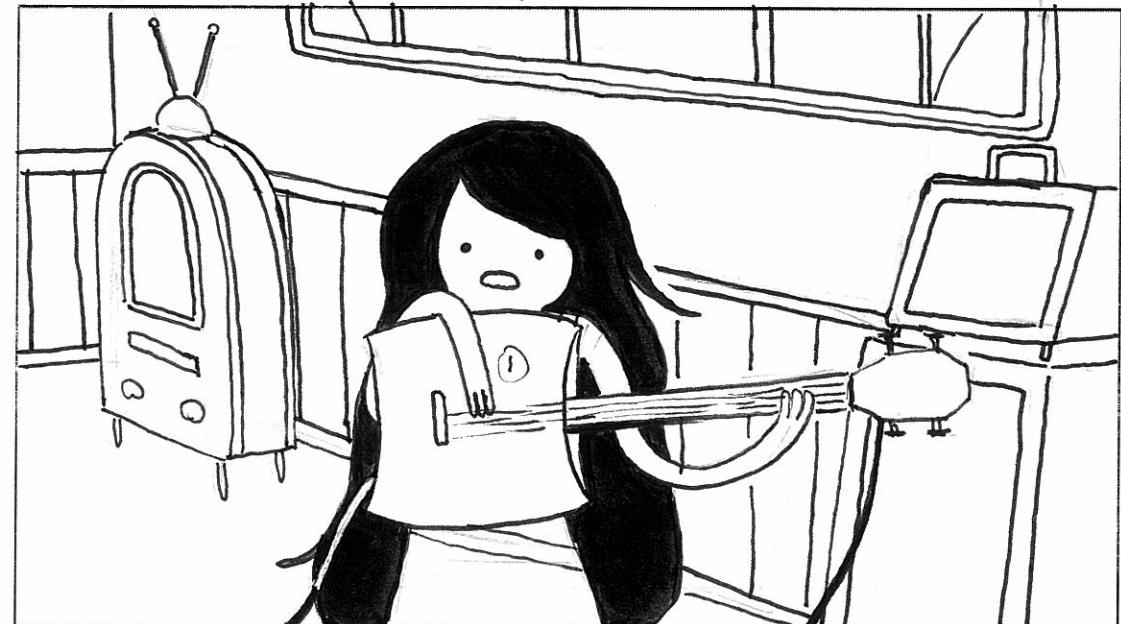


Sc. 74

Pnl. A

Bg.

day night



Dialog:

F (1) why are you holding your⁽²⁾bass up
high like that?

M I get better finger action this way

Action:



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 61

Sc. 75

Pnl. A

Bg.

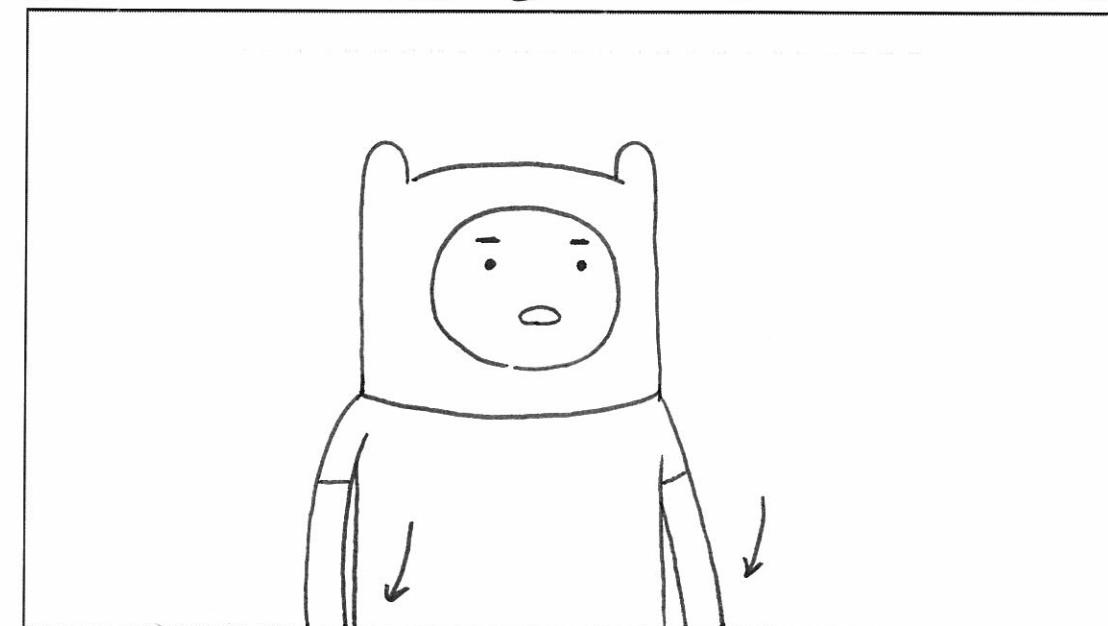
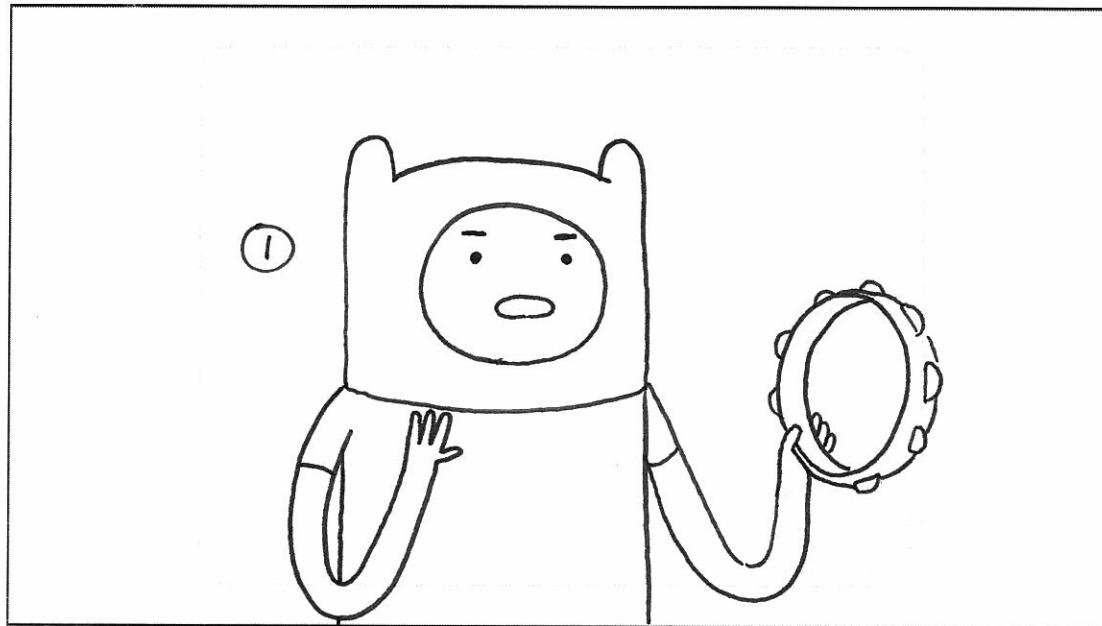
day night

Sc.

Pnl. B

Bg.

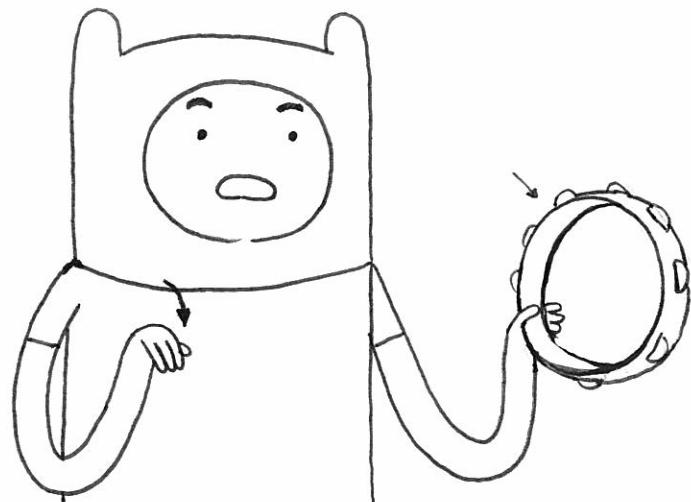
day night



Dialog: Finn/ ①move it②back down

Finn/ it's better.

Action:



Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



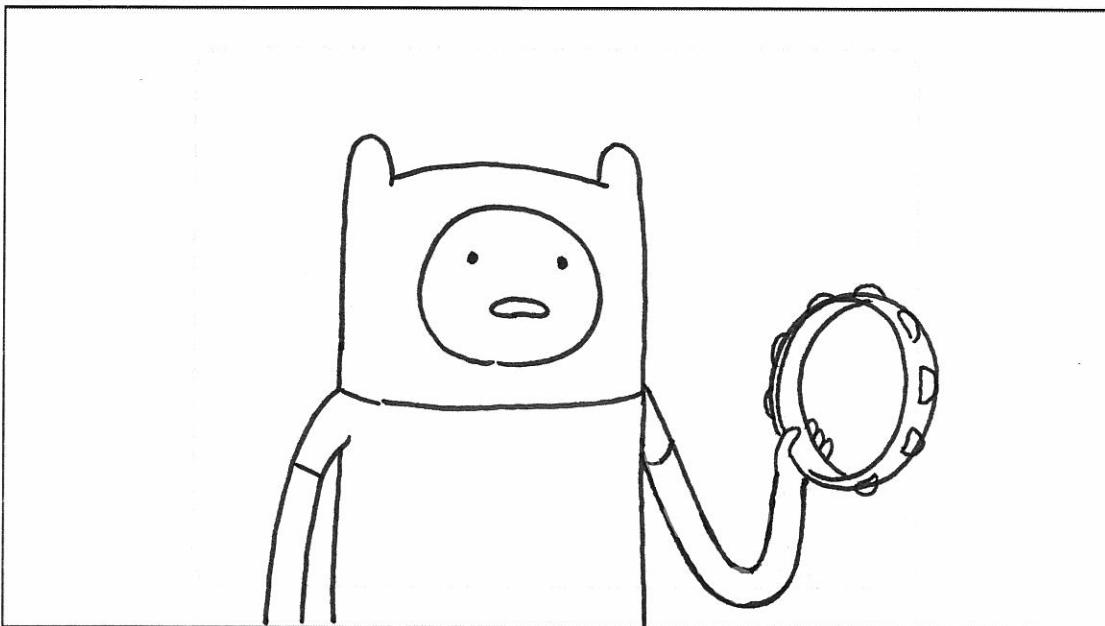
Sc. 75

Pnl.

C

Bg.

day night



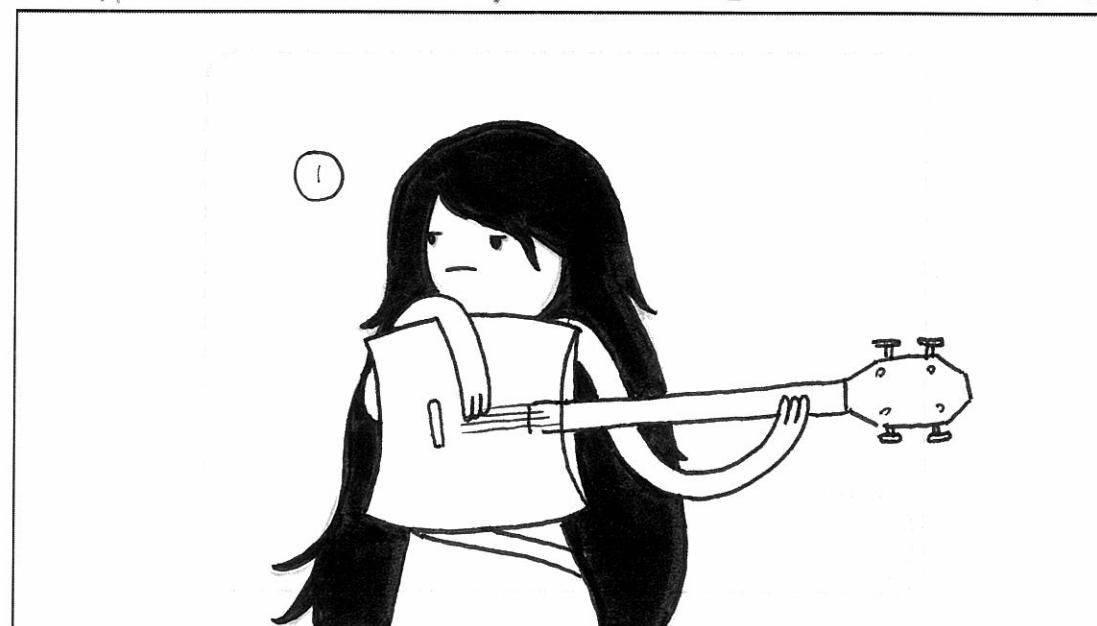
Sc. 76

Pnl.

A

Bg.

day night



Dialog:

Finn! But you look like a nerd.

①(beat) ②sfx /cell phone ring :

Action:

Timing:

Production :

1014-155

EPISODE #

Page 62

ADVENTURE TIME



Page 63

Sc. 77

Pnl. A

Bg.

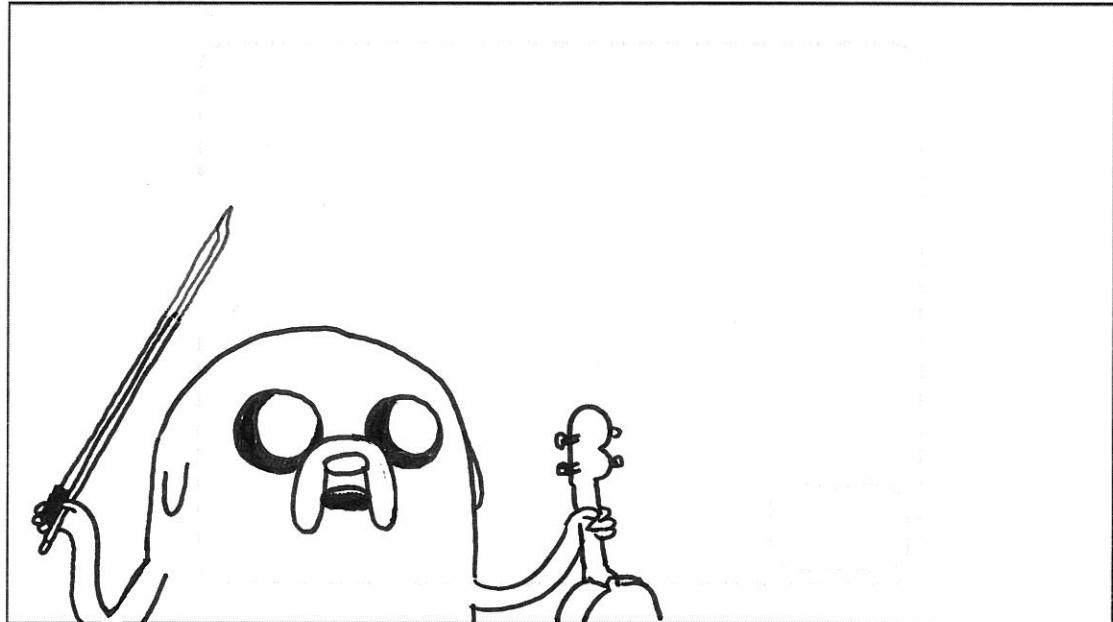
day night

Sc. 78

Pnl. A

Bg.

day night



Dialog:

J / Move the bass down.

(cell phone ringing)

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 64

Sc. 79

Pnl. A

Bg.

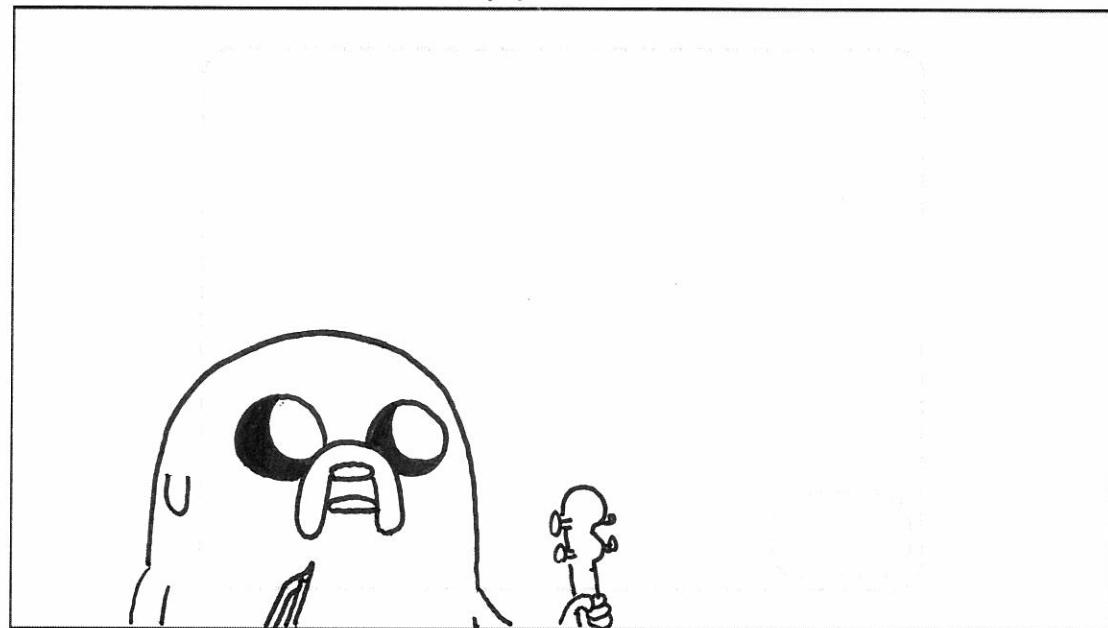
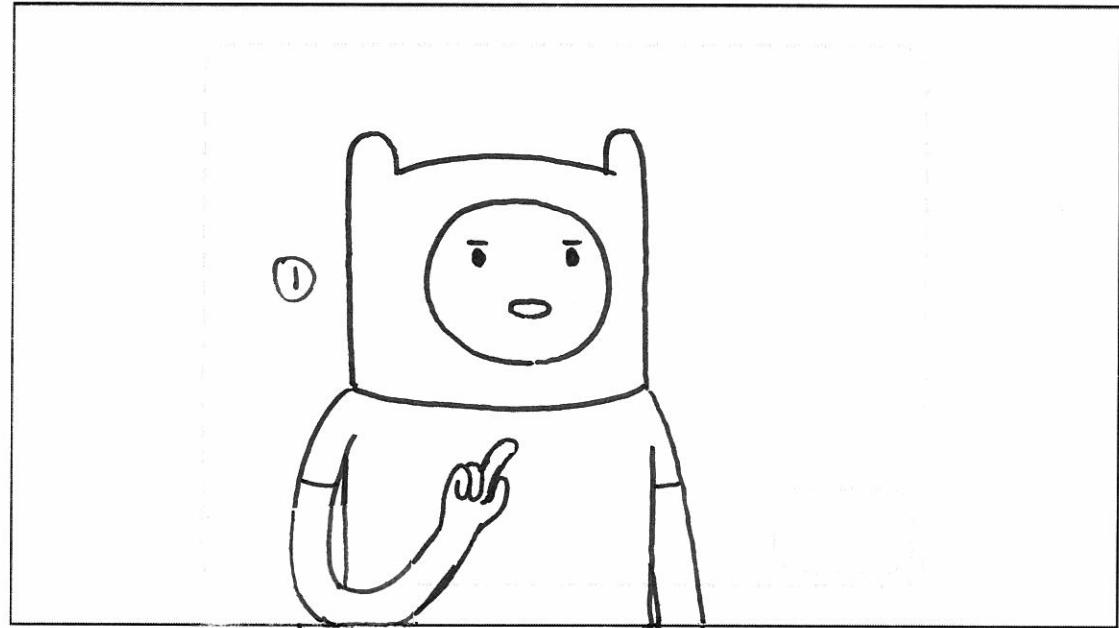
day night

Sc. 80

Pnl. A

Bg.

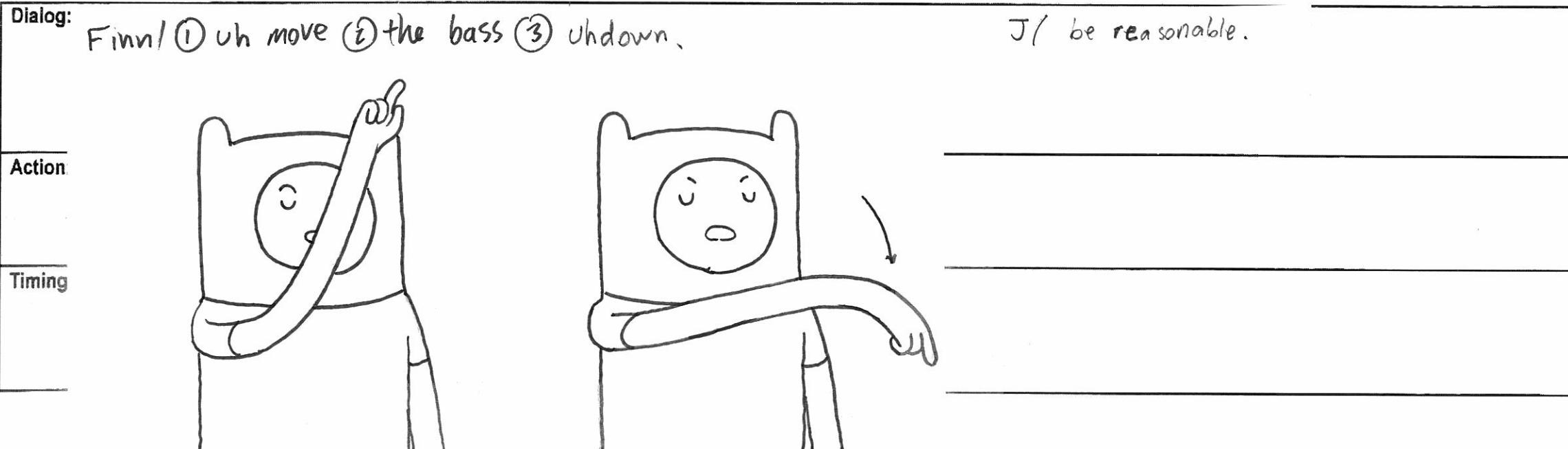
day night



Dialog:

Finn: ① uh move ② the bass ③ uhdown.

J: be reasonable.



EPISODE #

1014-155

Production :

ADVENTURE TIME



Page 65

Sc. 81

Pnl.

A

Bg.

day night

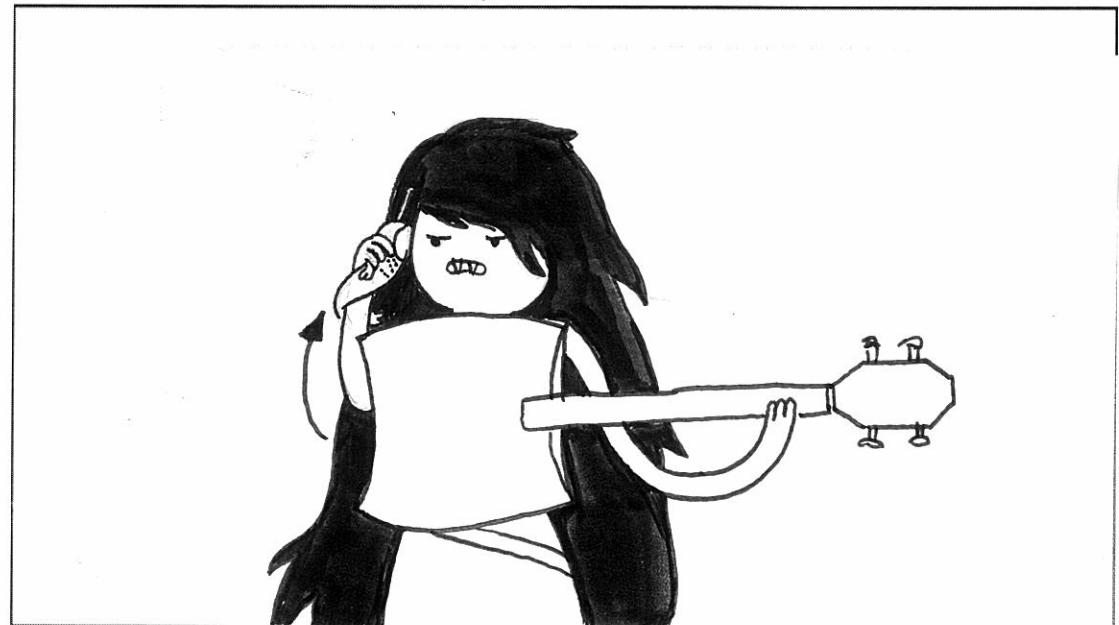
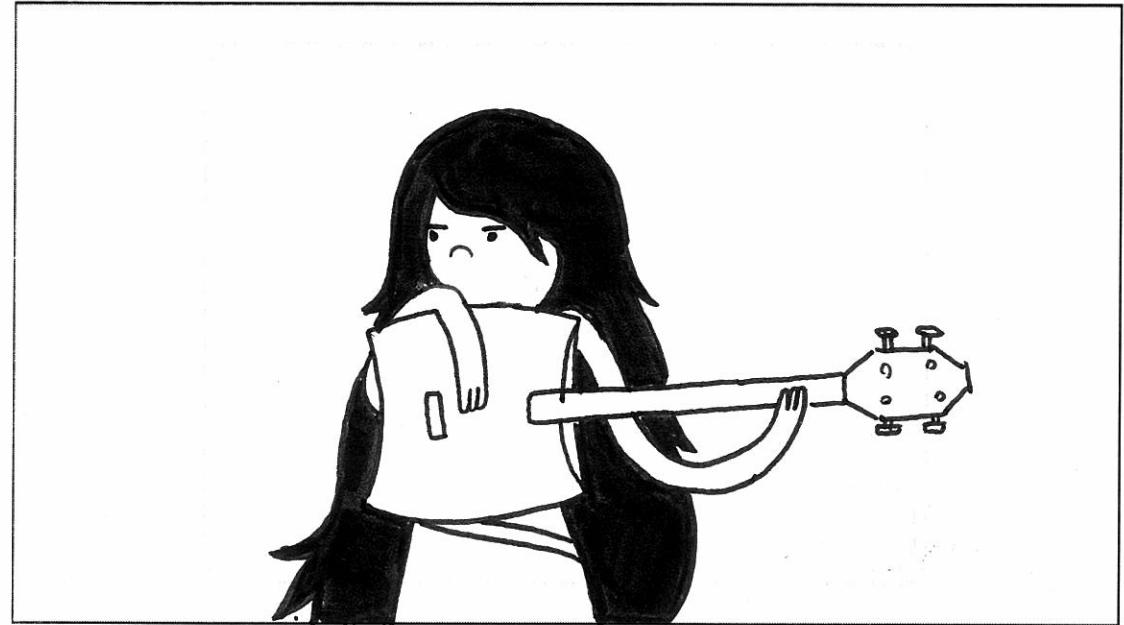
Sc.

Pnl.

B

Bg.

day night



Dialog:

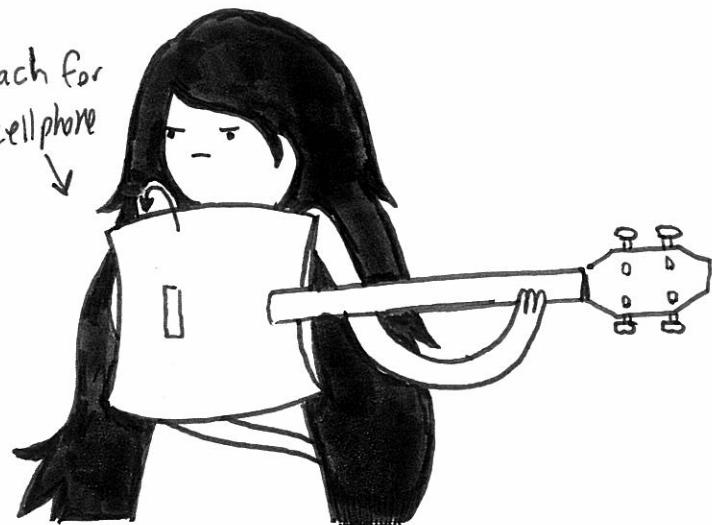
sfx / ring rting /

M/ YesSS...

Action:

M reach for
her cellphone

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 66

Sc. 82

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Simon/ Marci it's me, Simon

s/ I'm back but my body might
dunk out soon

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 67

Sc. 83

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

S/ so get to the Ice Kingdom fast — and help me with this time portal
so I can find Betty

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 68

Sc. 83

Pnl.

C

Bg.

day night

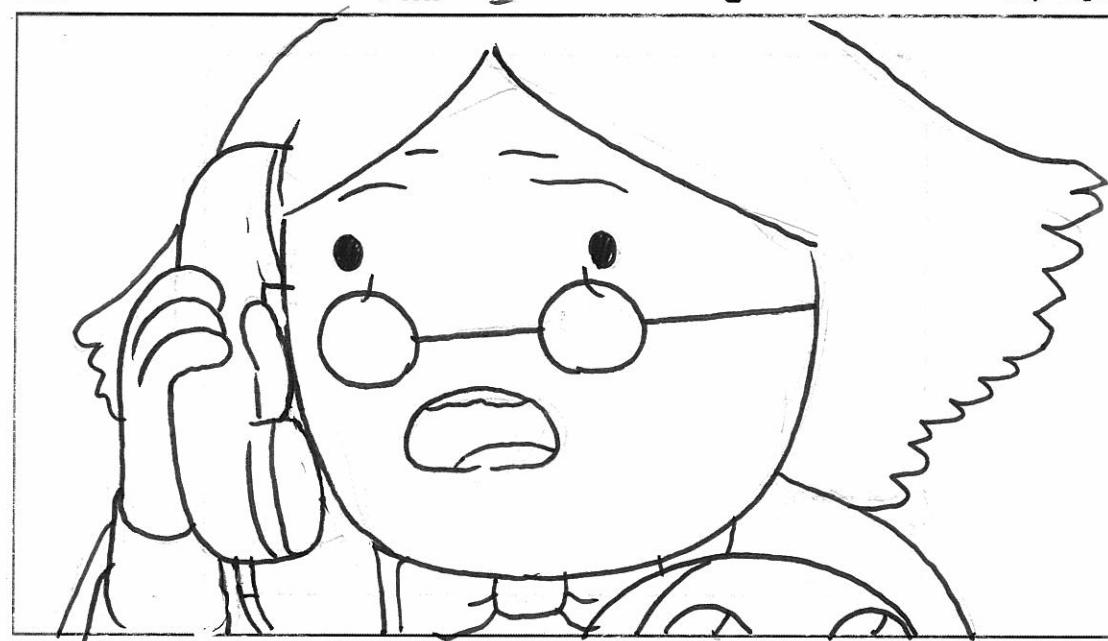
Sc.

Pnl.

D

Bg.

day night



Dialog:

S/ and say I'm sorry before
I croak boat!

S/ I know that's a lot but
hurry and bring Hambo

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 69

Sc. 83

Pnl. E

Bg.

day night

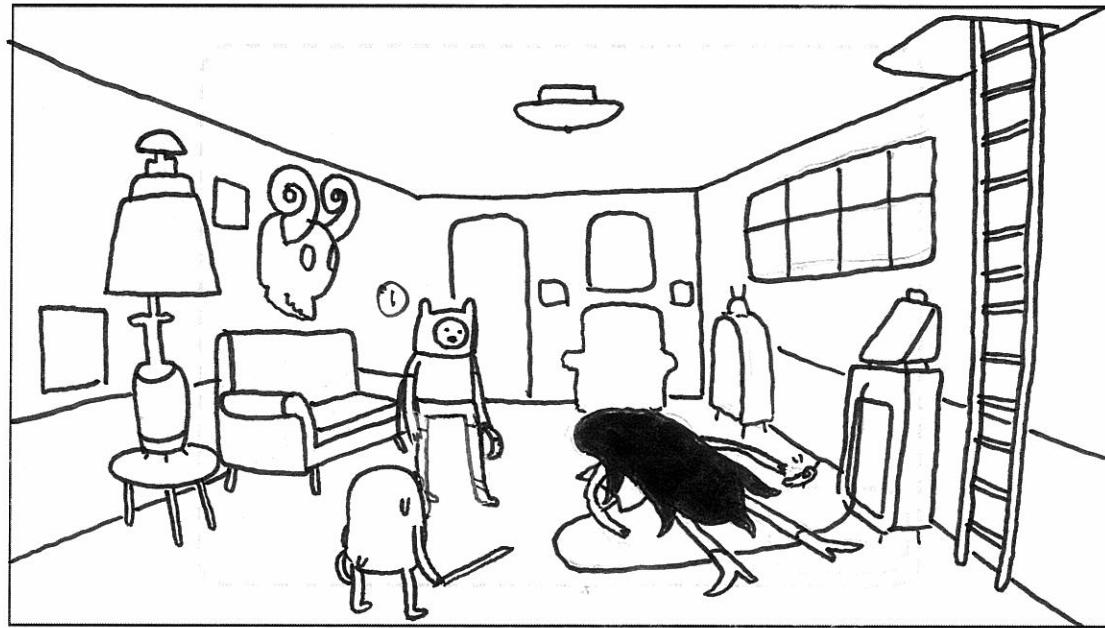


Sc. 84

Pnl. A

Bg.

day night



Dialog:

S/ Hambo is the key!

Simon (os) (from the phone) / Okay marci?
② You got it??

Action:

(F + J look at each other)



Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



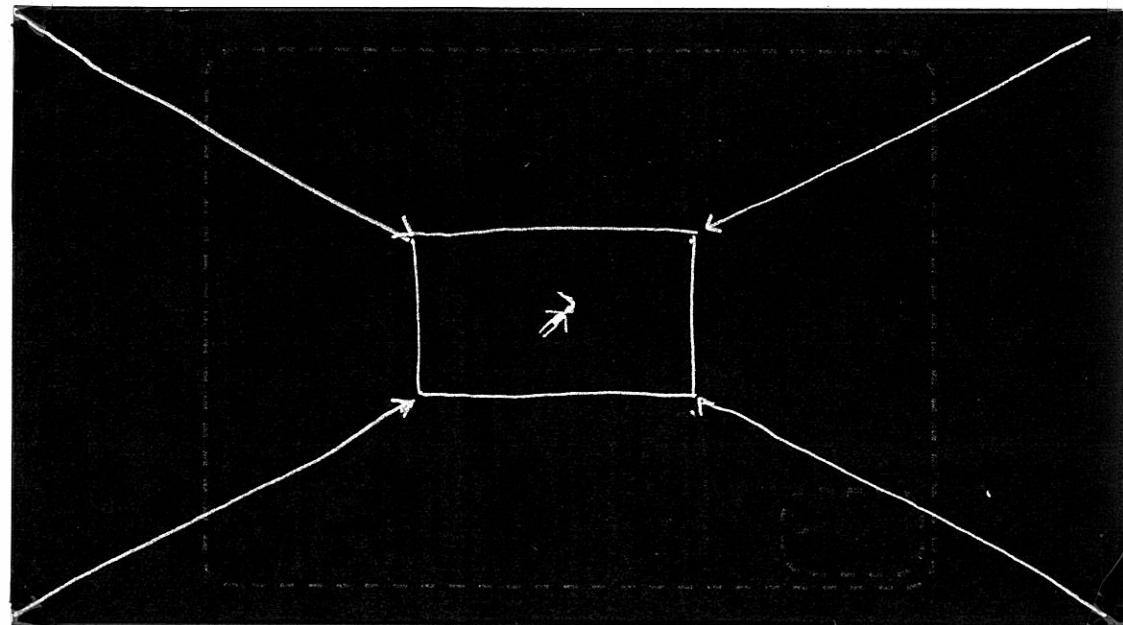
Page 70

Sc. 85

Pnl. A

Bg.

day night

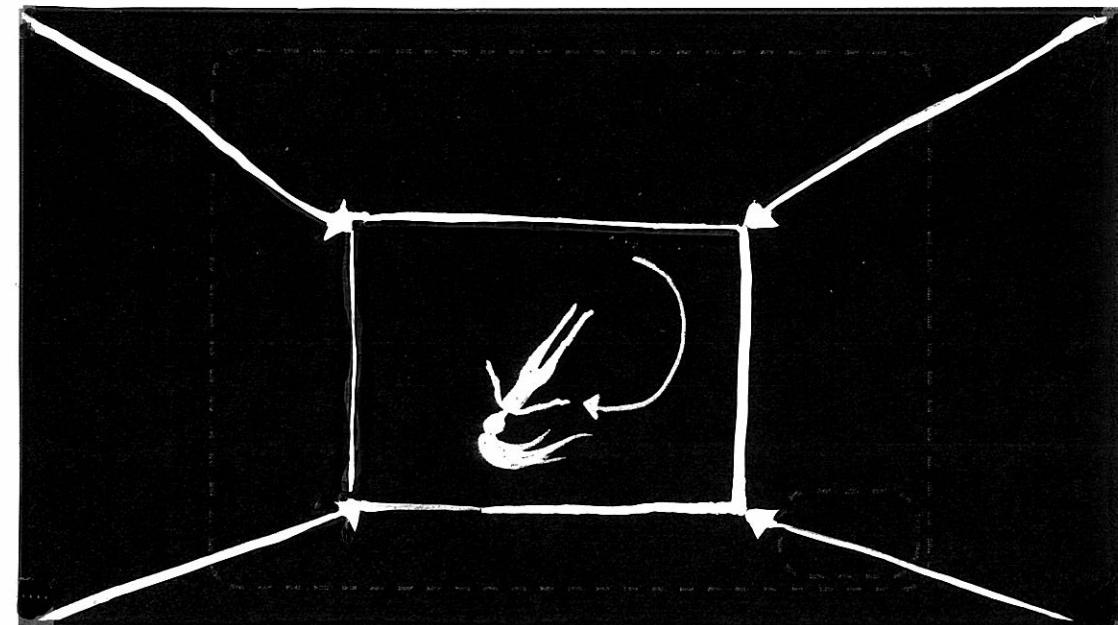


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



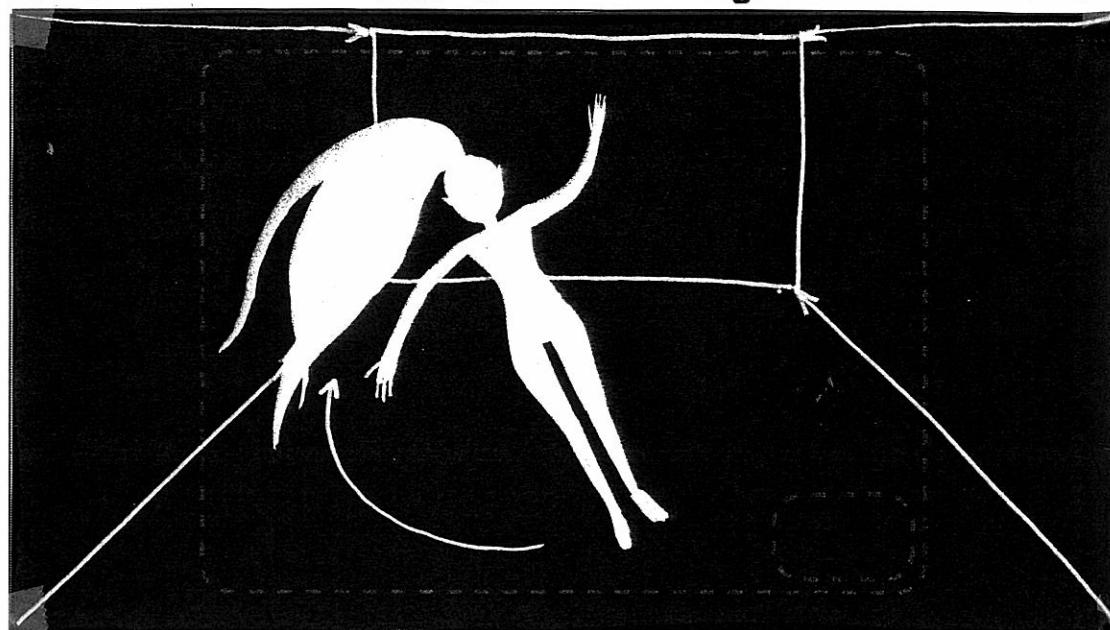
Page 71

Sc. 85

Pnl. C

Bg.

day night

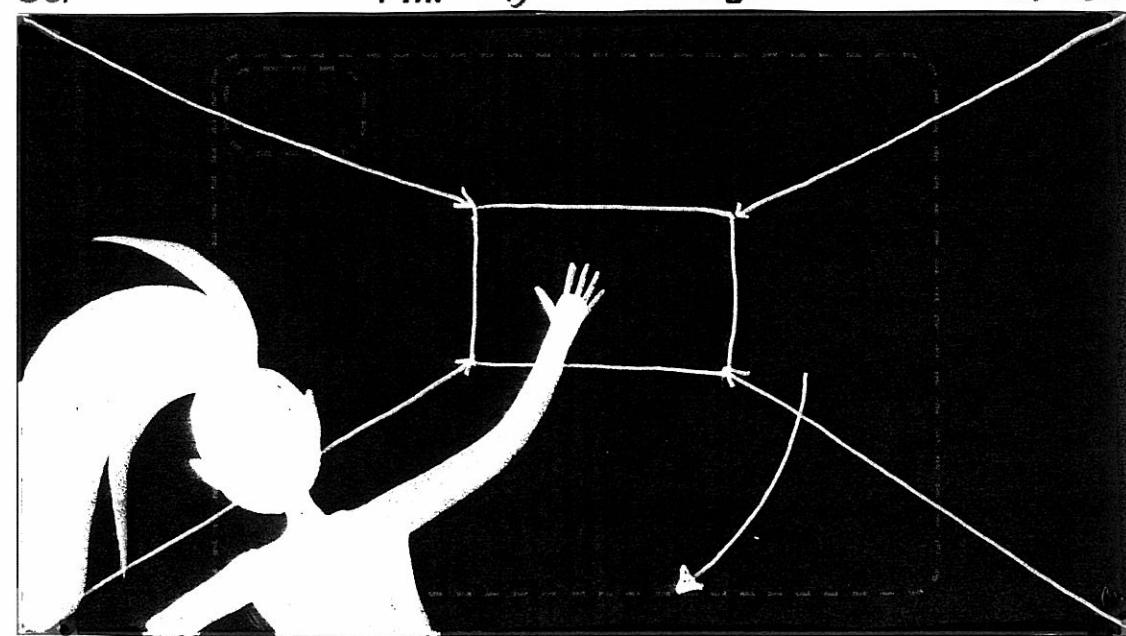


Sc.

Pnl. D

Bg.

day night



Dialog:

Ⓜ(vo) A long, long time ago

Action:

Timing:

ADVENTURE TIME



Sc. 85

Pnl. E

Bg.

day night

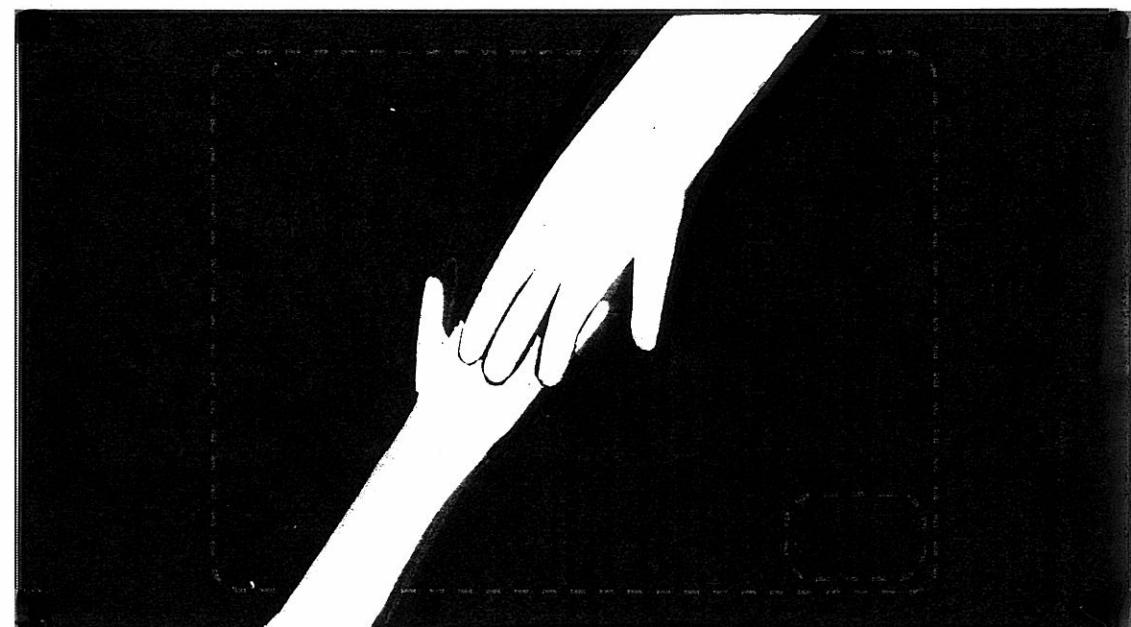
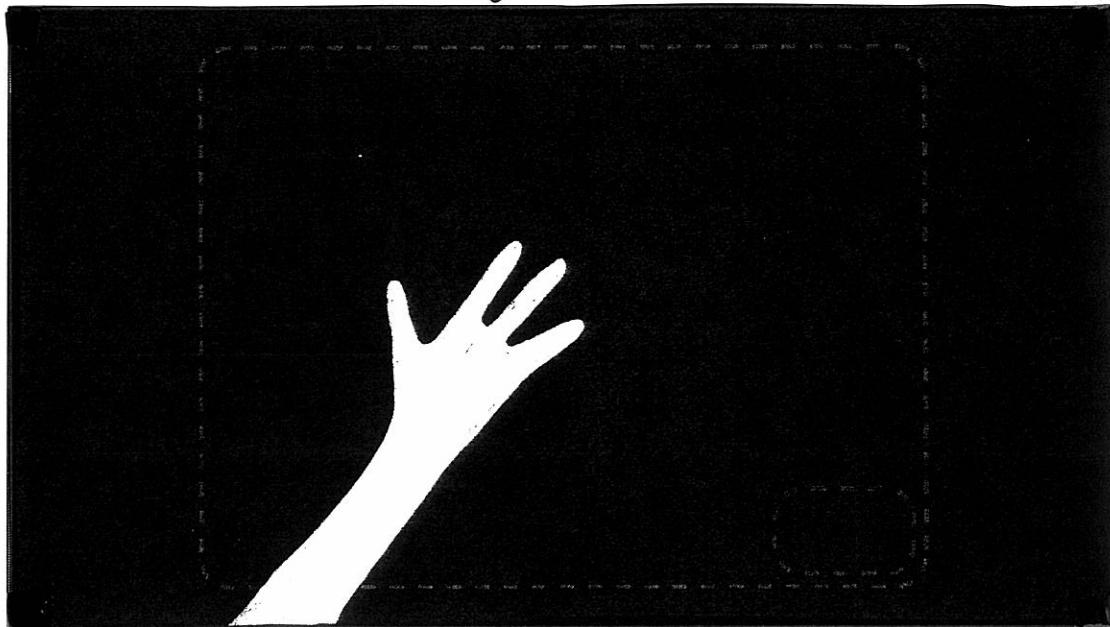
Sc.

Pnl. F

Bg.

day night

Page 72



Dialog:

Action:

Timing:

EPIISODE #

Production :

1014-155

ADVENTURE TIME



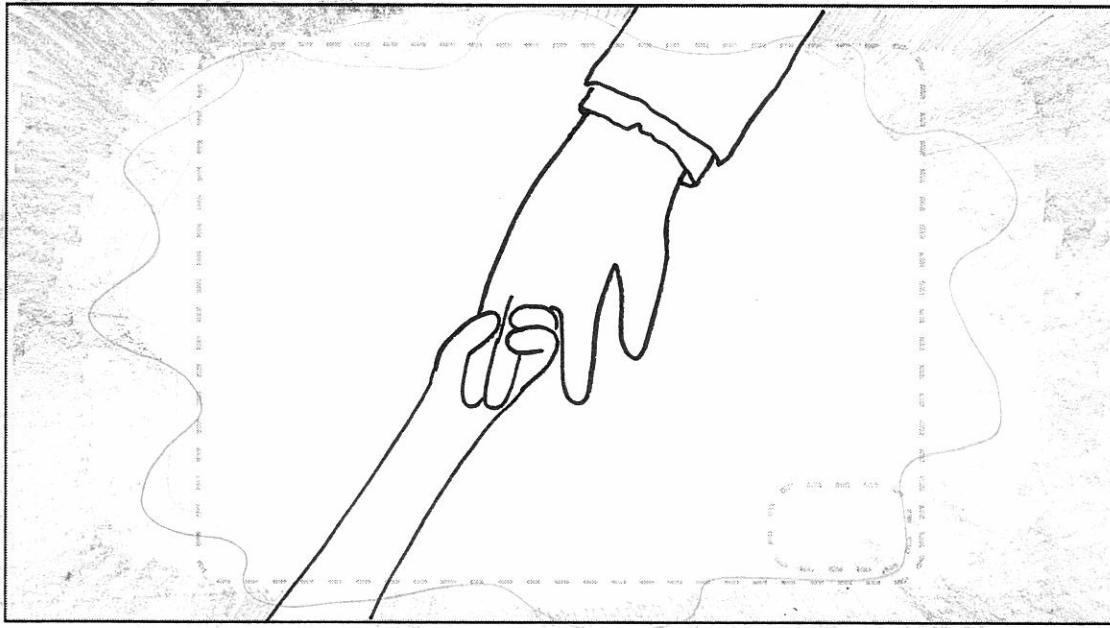
Page 73

Sc. 85

Pnl. G

Bg.

day night



Sc. 86

Pnl. A

Bg.

day night



Dialog:

(M) Simon was my only friend

Action:

(continue Flash Back)

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



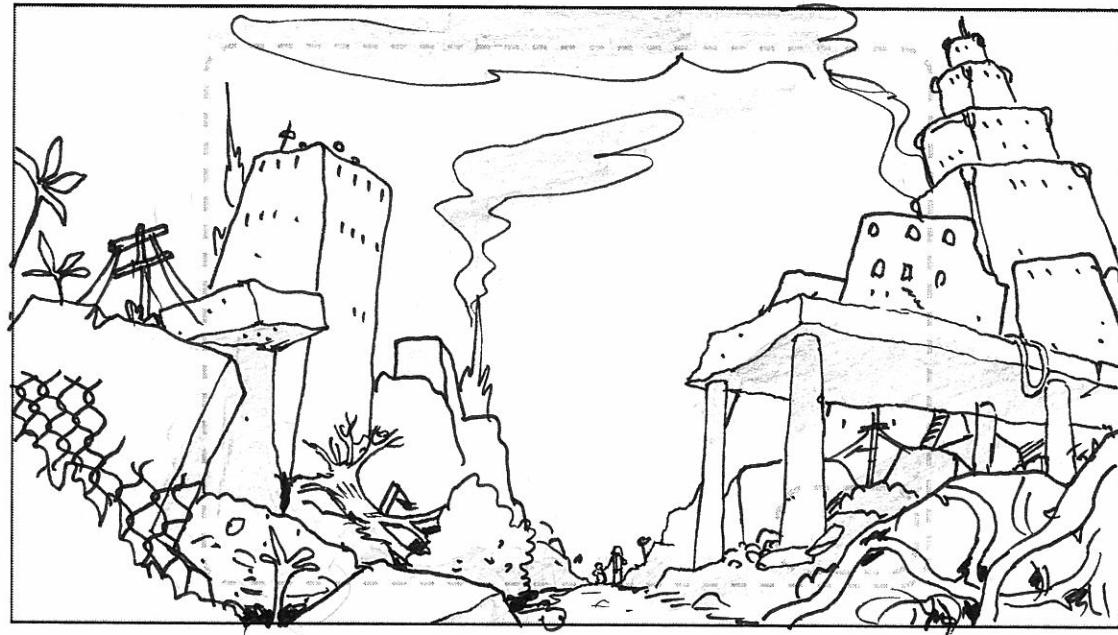
Page 74

Sc. 87

Pnl. A

Bg.

day night

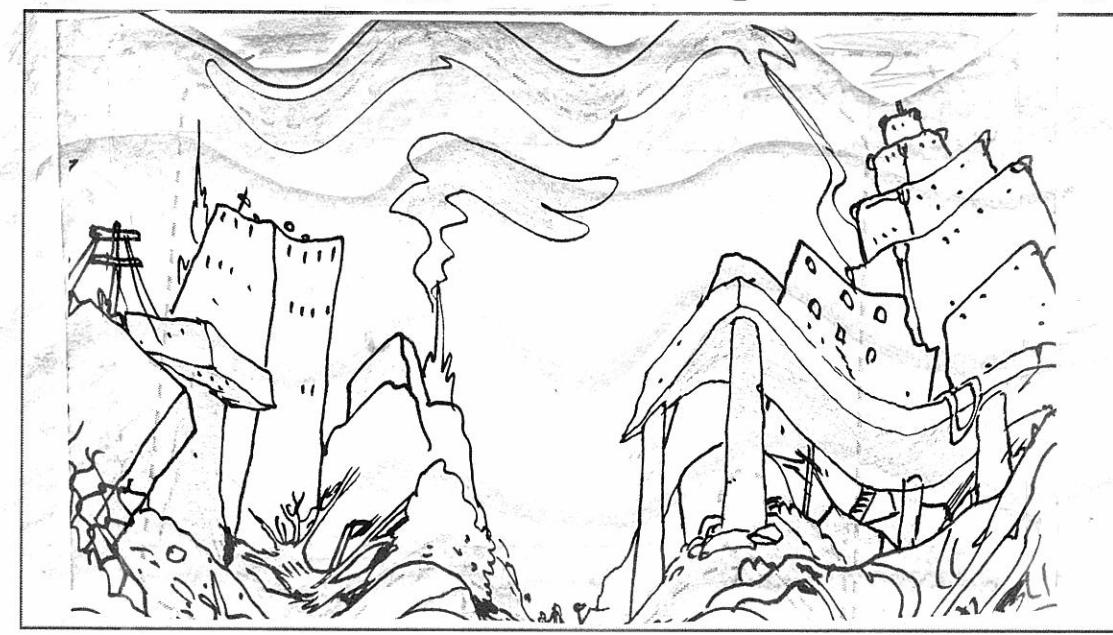


Sc.

Pnl. B

Bg.

day night



EPISODE #

1014-155

Dialog:

(M) he was there when I needed help.

Action:

Simon & Marceline walking through post apocalyptic bg

Picture warps as
Flashback Ends

Timing:

Production :

ADVENTURE TIME



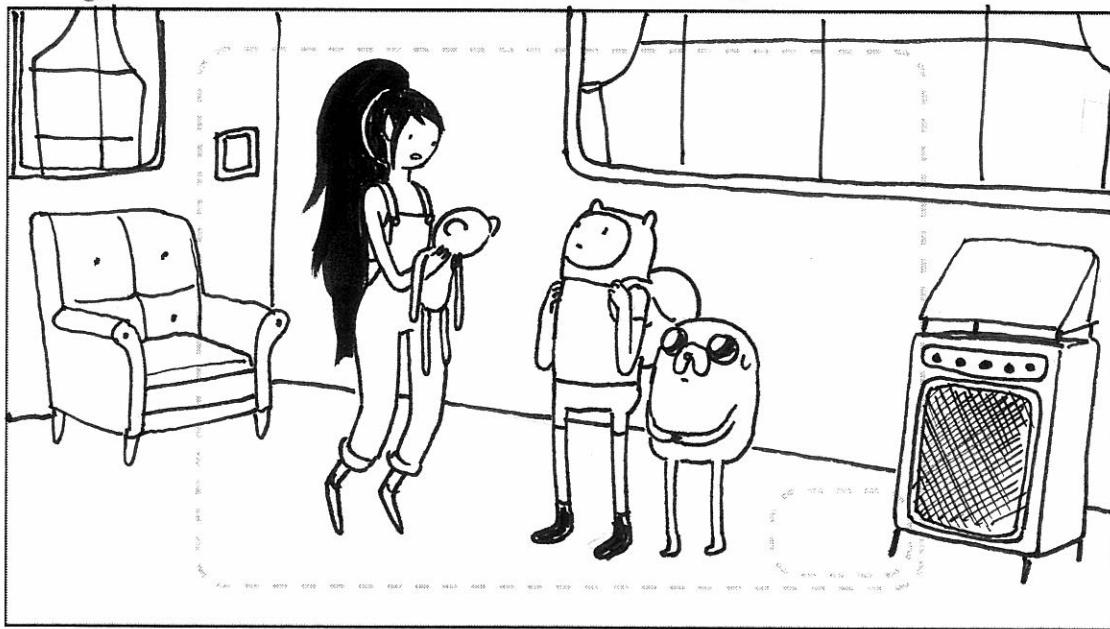
Page 75

Sc. 88

Pnl. A

Bg.

day night

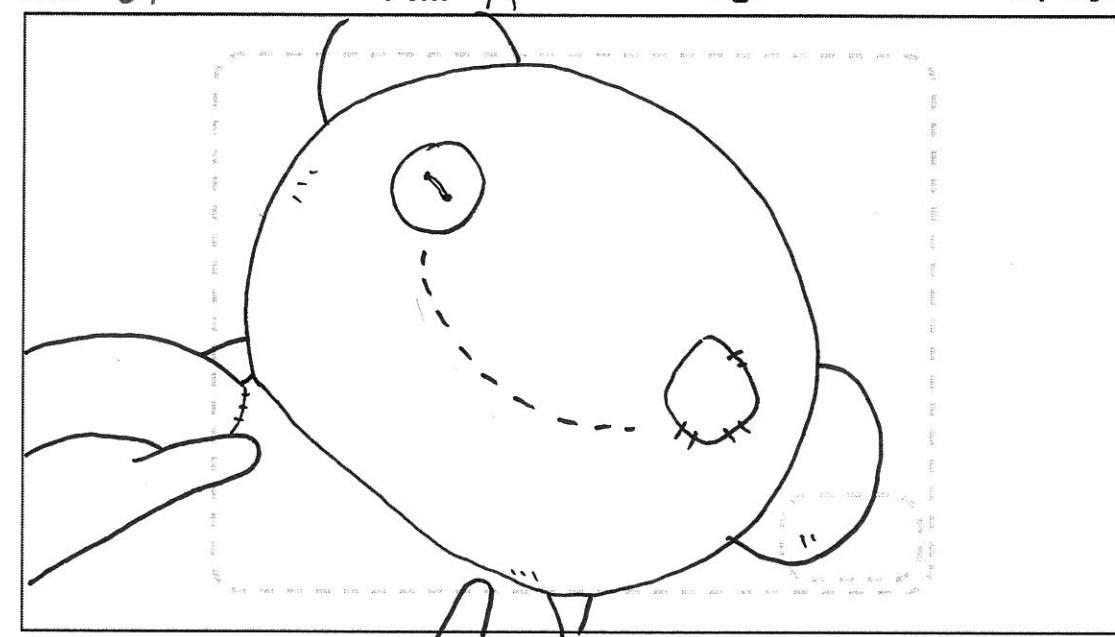


Sc. 89

Pnl. A

Bg.

day night



Dialog:

(M)

All he ever wanted
was to find Betty

(M)

Now I can help him.

Action:

Timing:

ADVENTURE TIME



Page 76

Sc.

Pnl.

Bg.

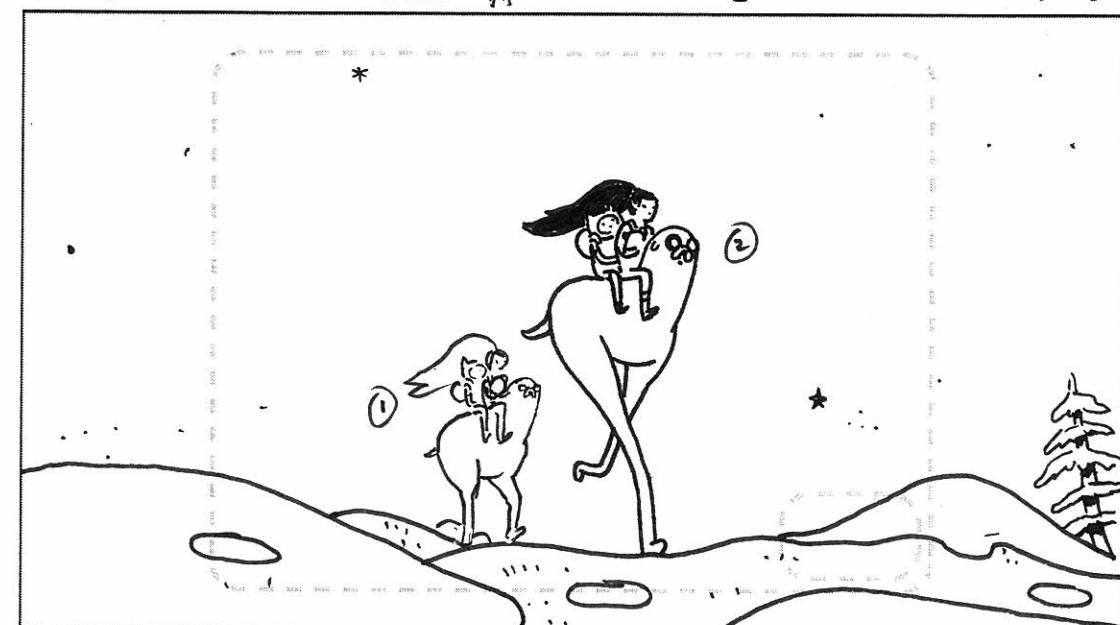
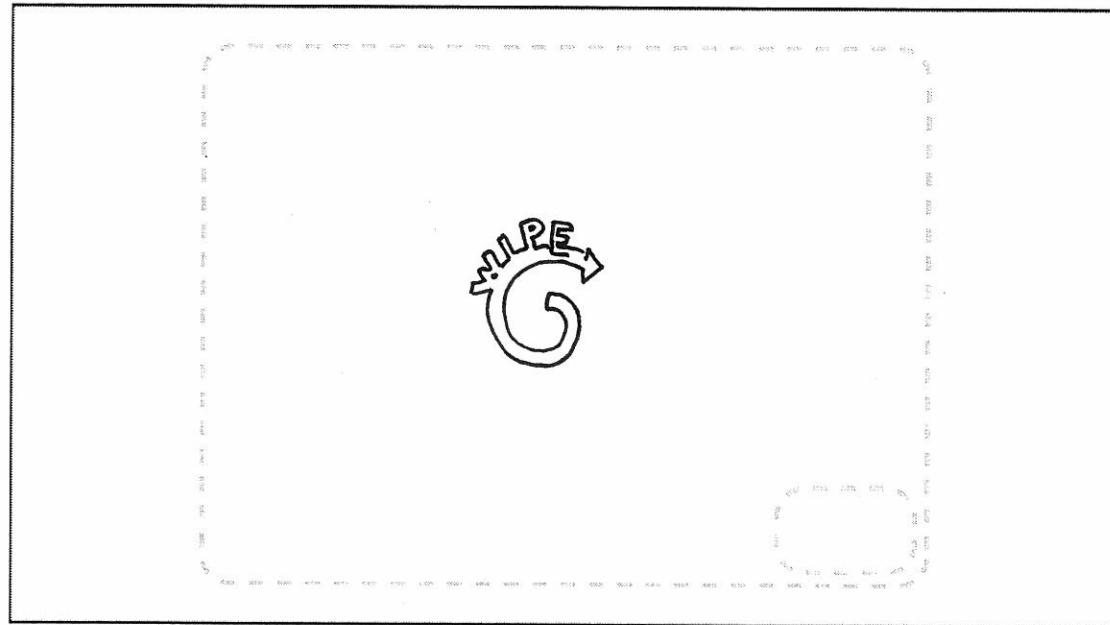
day night

Sc. 90

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



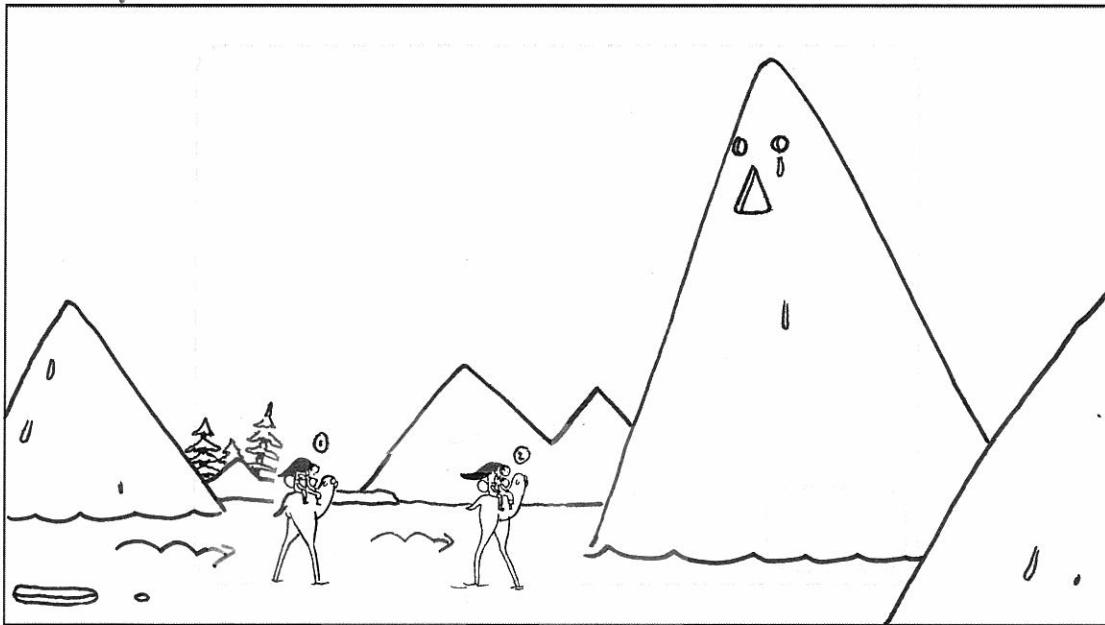
Page 77

Sc. 91

Pnl. A

Bg.

day night

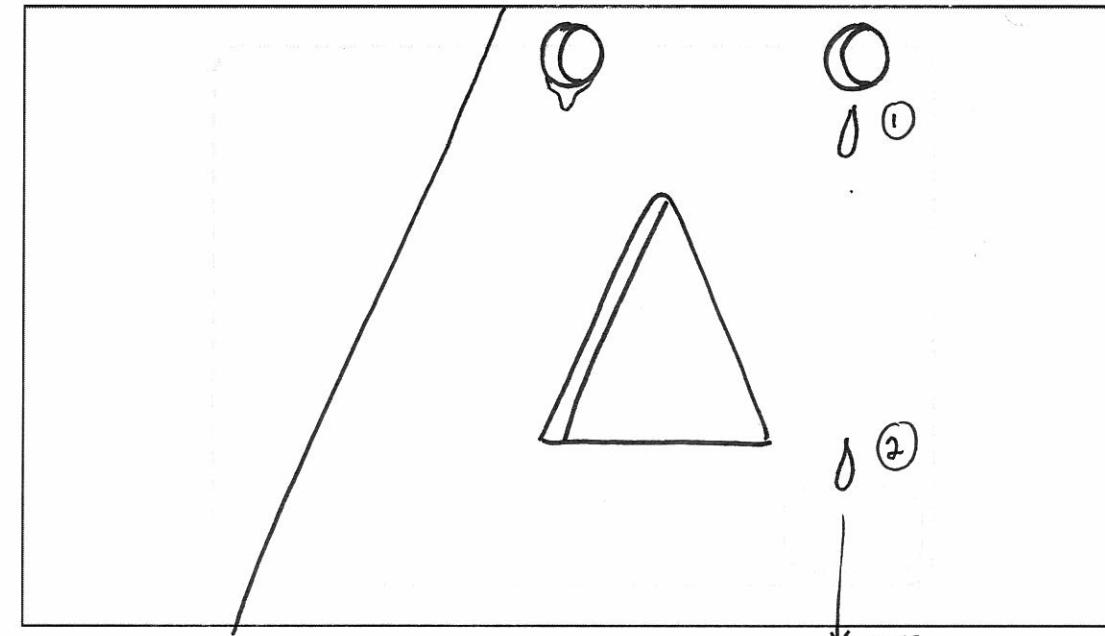


Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

Melting ice kingdom

windows drip like crying eyes.
(slowly)

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 78

Sc. 92

Pnl. B

Bg.

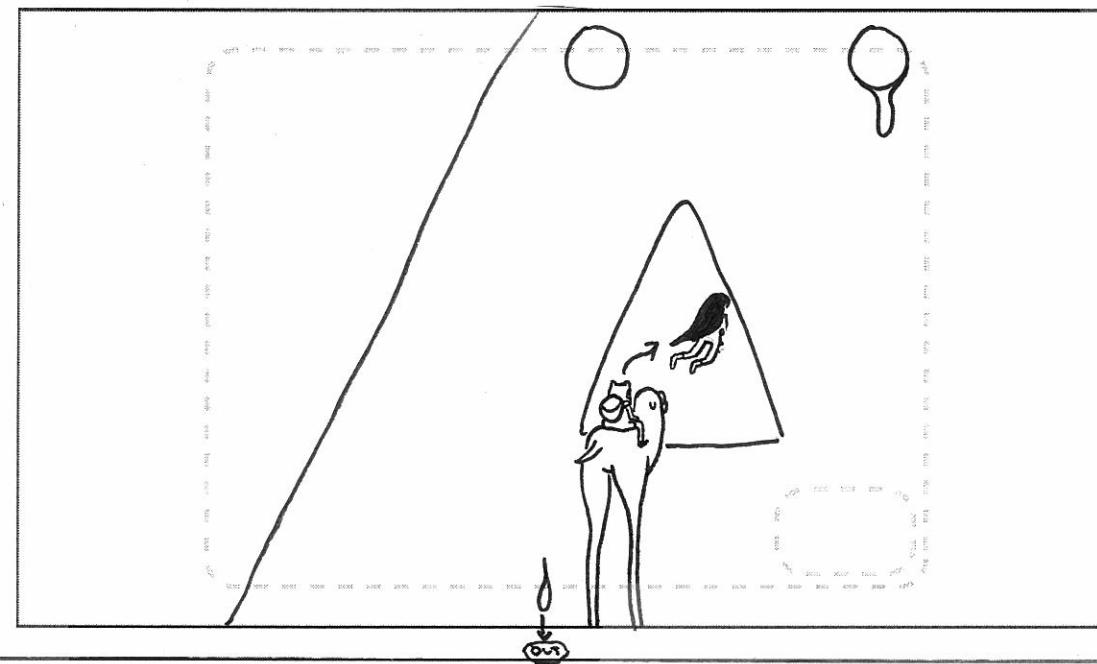
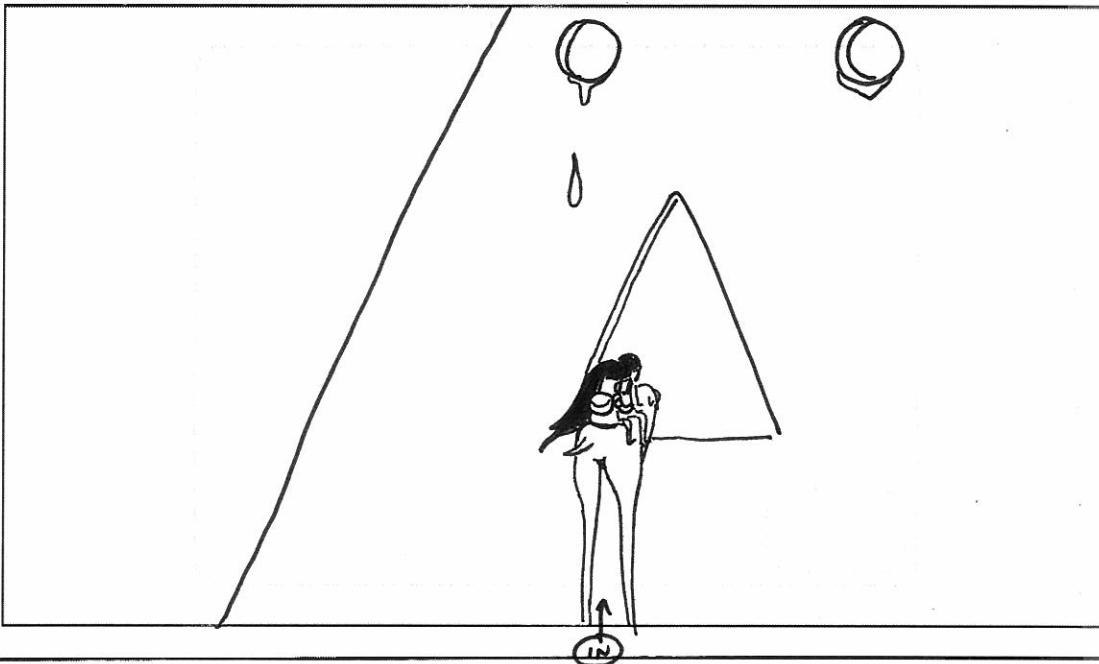
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

marceline flies into Iks castle

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 79

Sc. 93

Pnl. A

Bg.

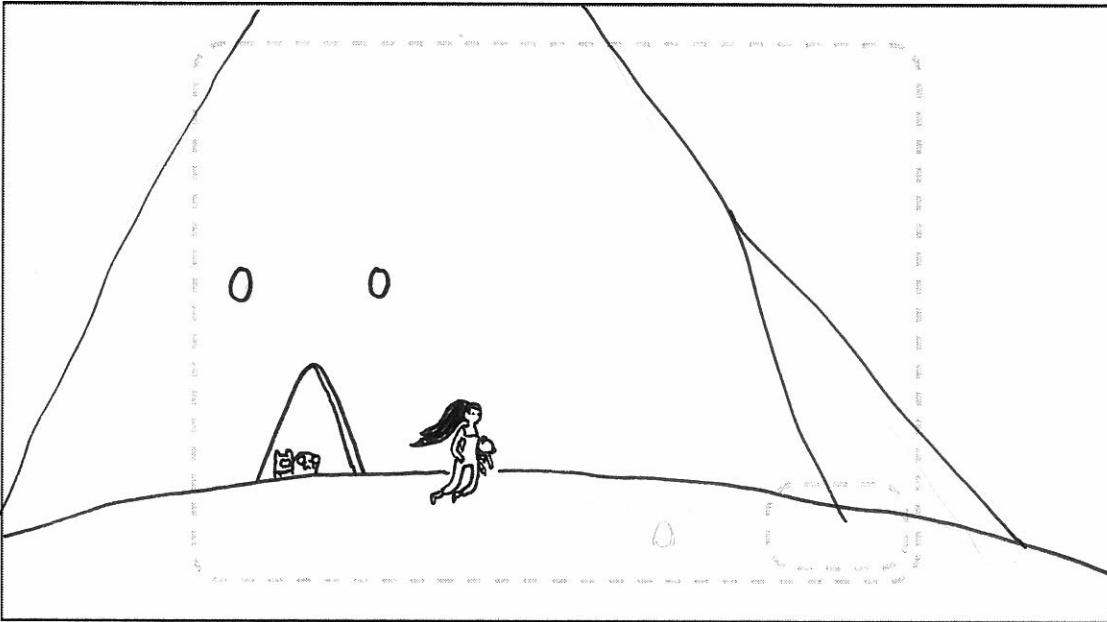
day night

Sc. 94

Pnl. A

Bg.

day night



Dialog:

(M) Simon?

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 80

Sc. 94

Pnl. B

Bg.

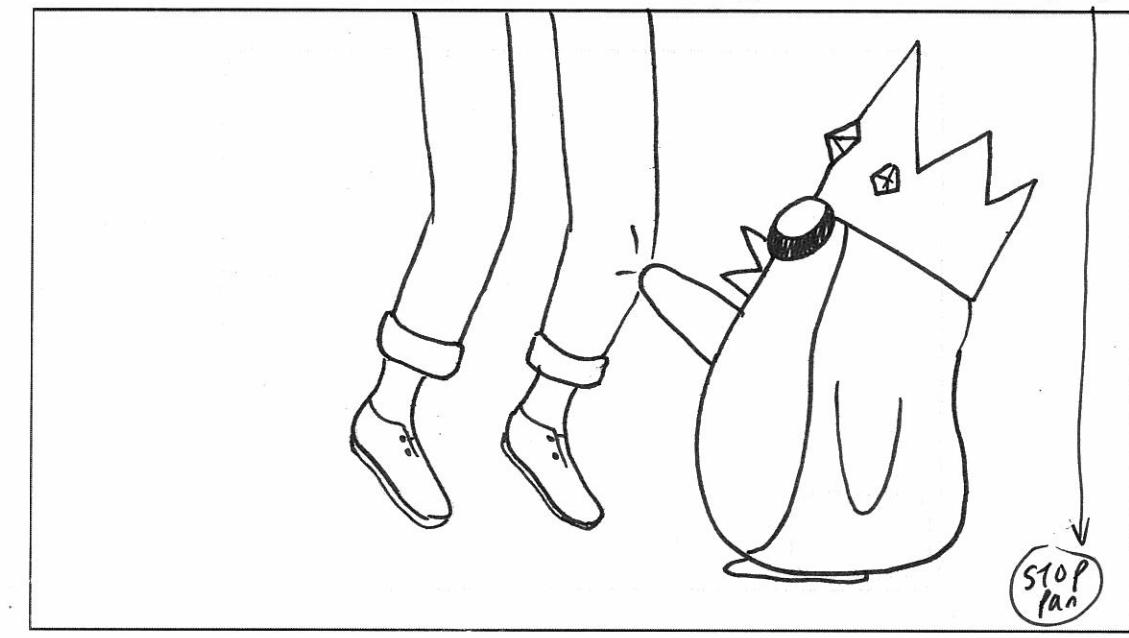
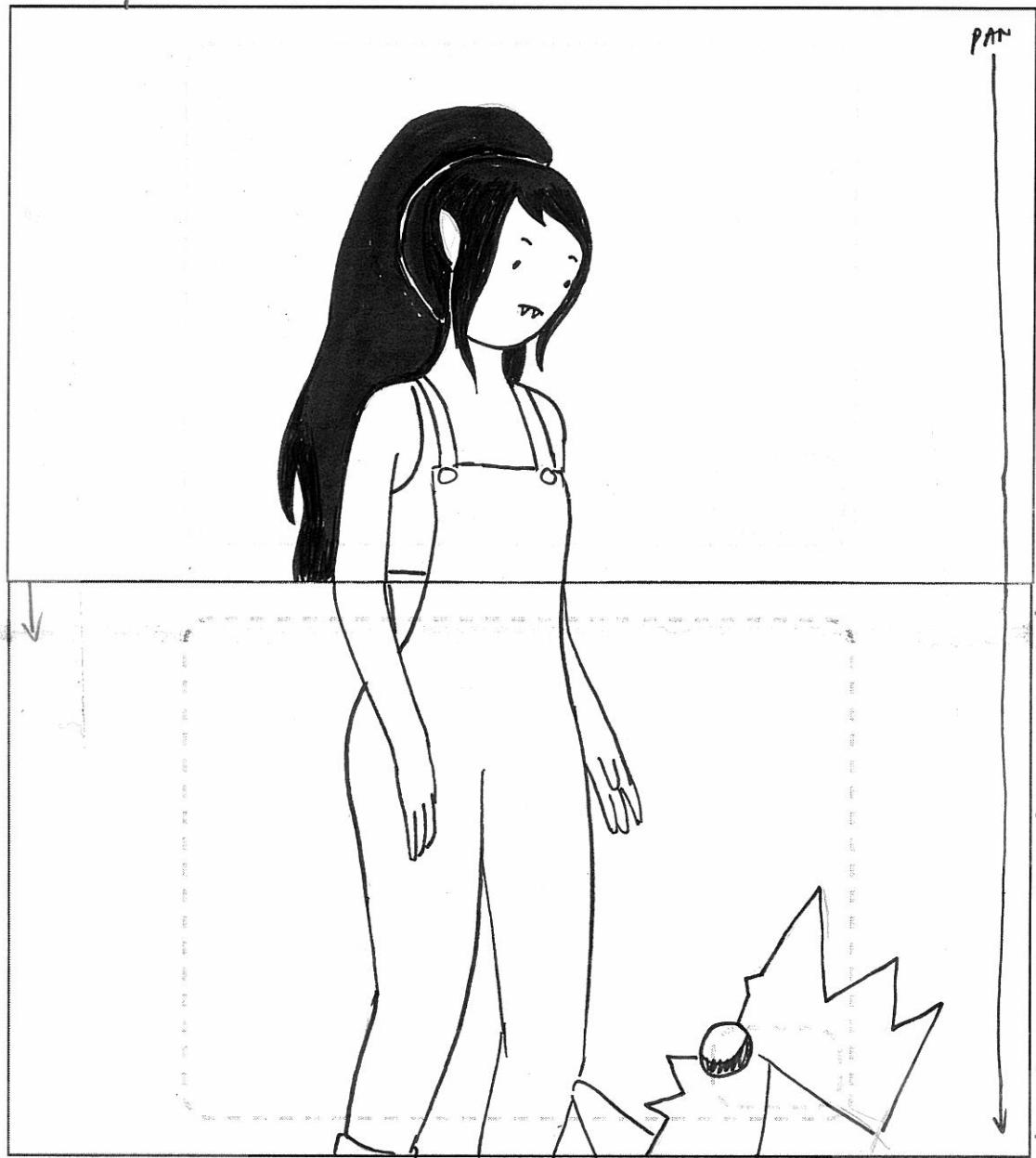
day night

Sc.

Pnl. C

Bg.

day night



(6) went!

Gunther tugs on M's overalls.
(wearing IK's crown)

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 81

Sc. 95

Pnl. A

Bg.

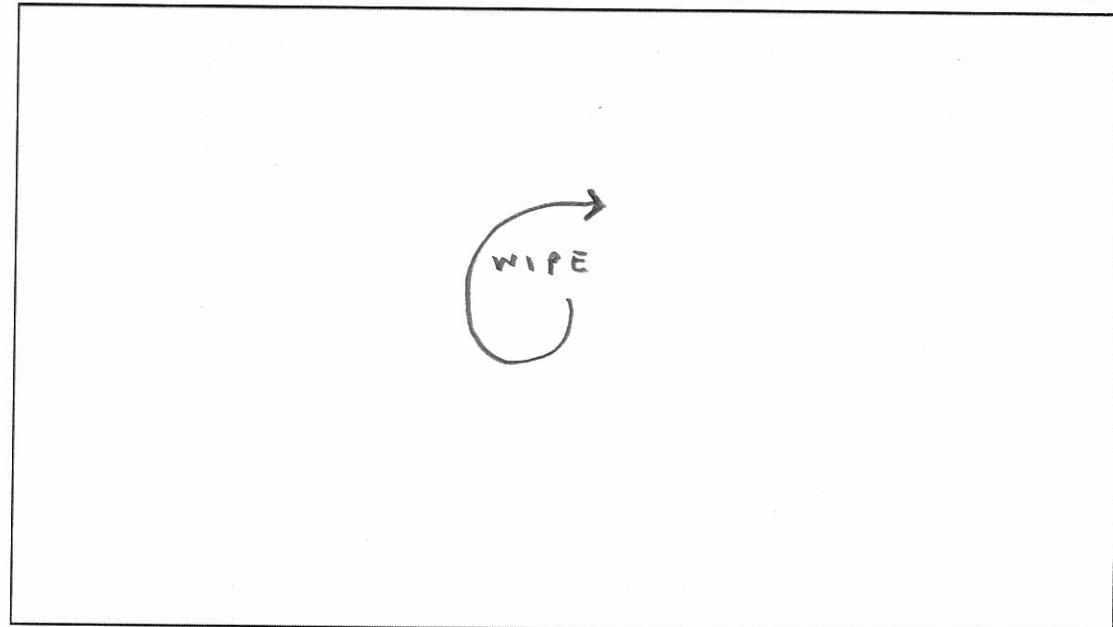
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M)

Gunter! Where's Simon?

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 82

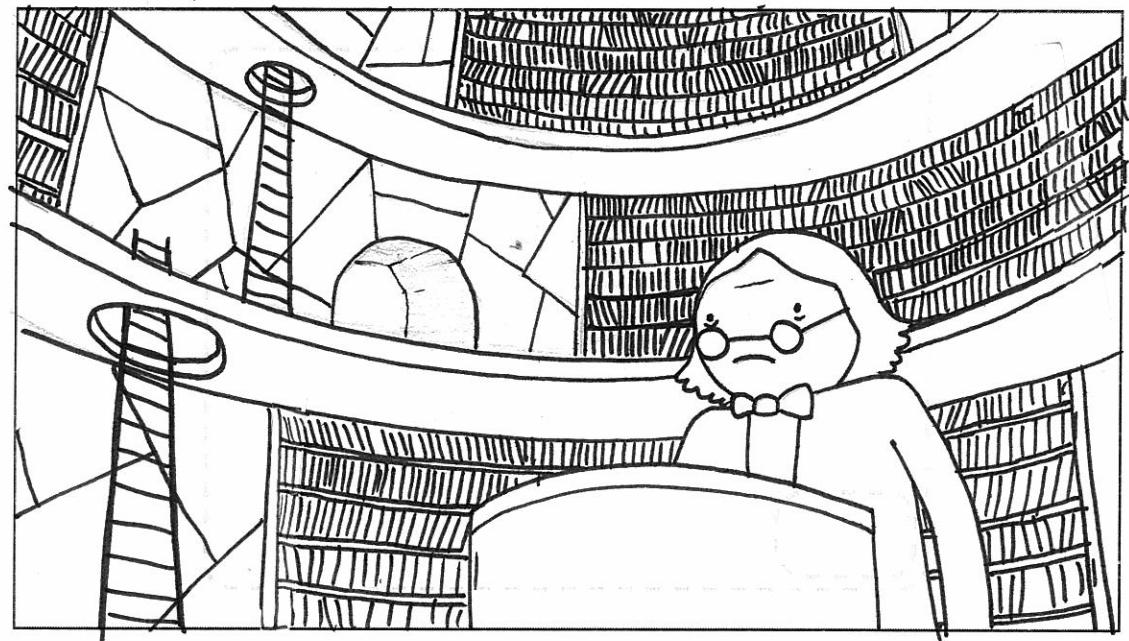
Sc.

96

Pnl. A

Bg.

day night

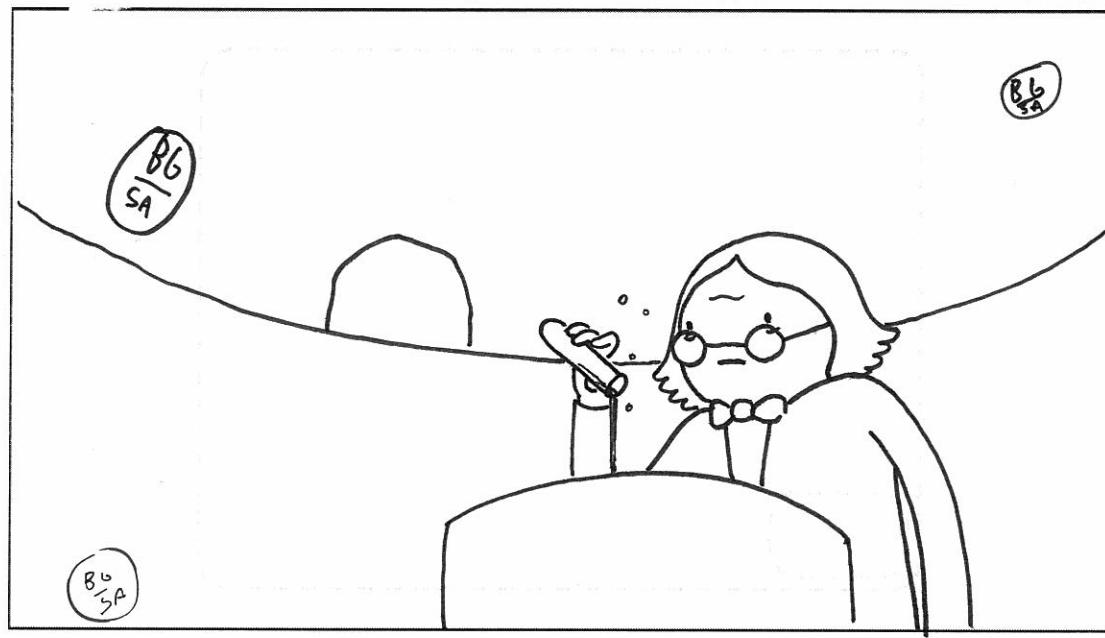


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Simon pours a test tube of liquid into a vat

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 83

Sc.

97

Pnl. C

Bg.

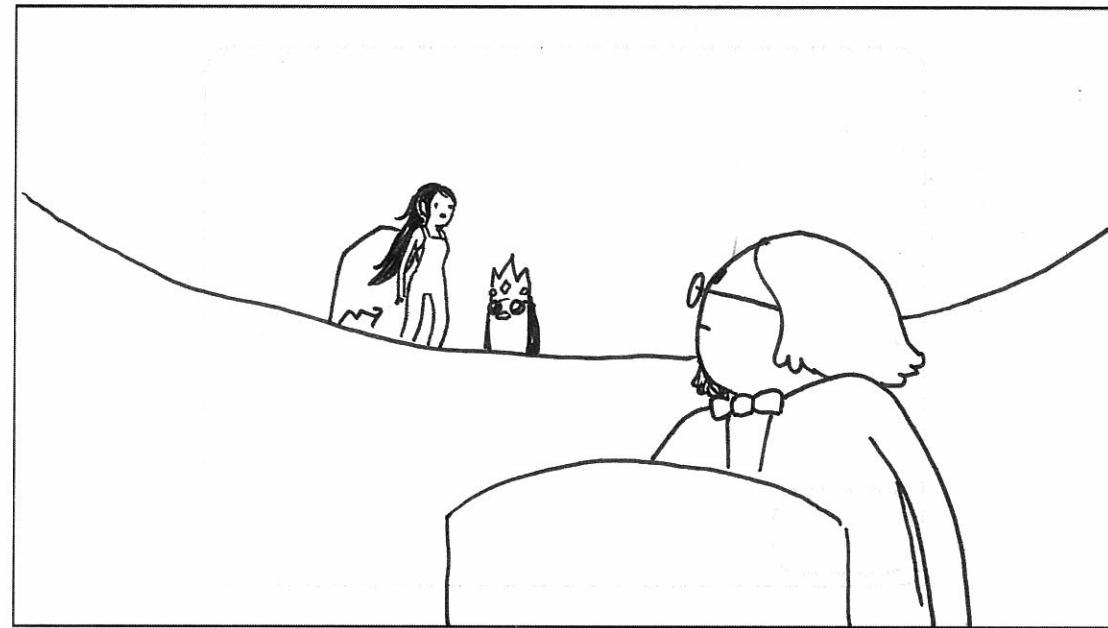
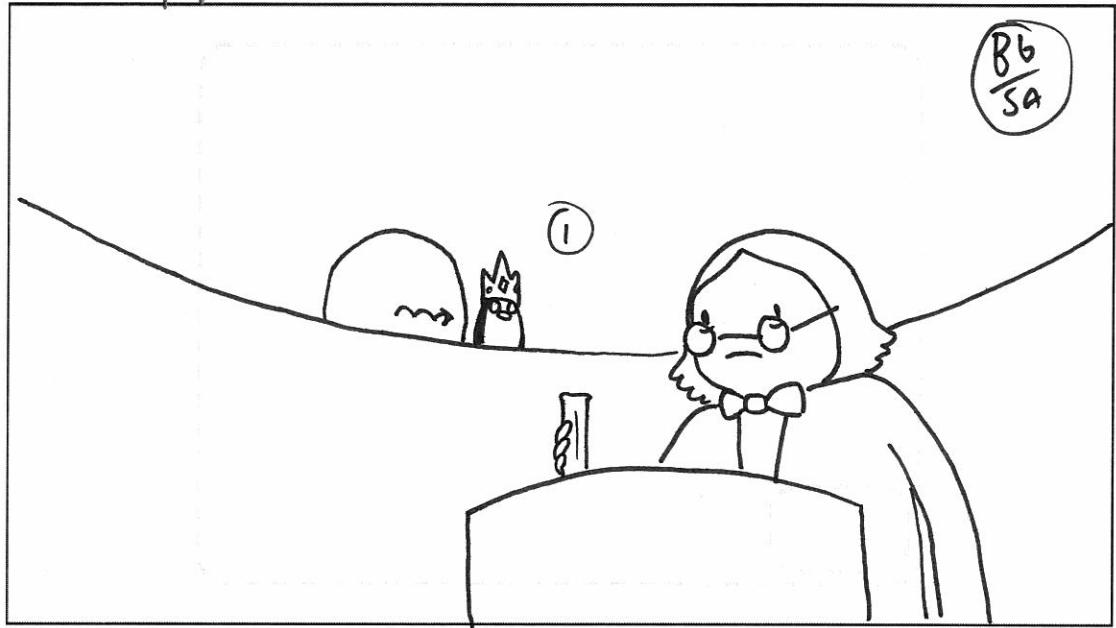
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

(1) (2) Wenk!

Action:



Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 84

Sc.

98

Pnl. A

Bg.

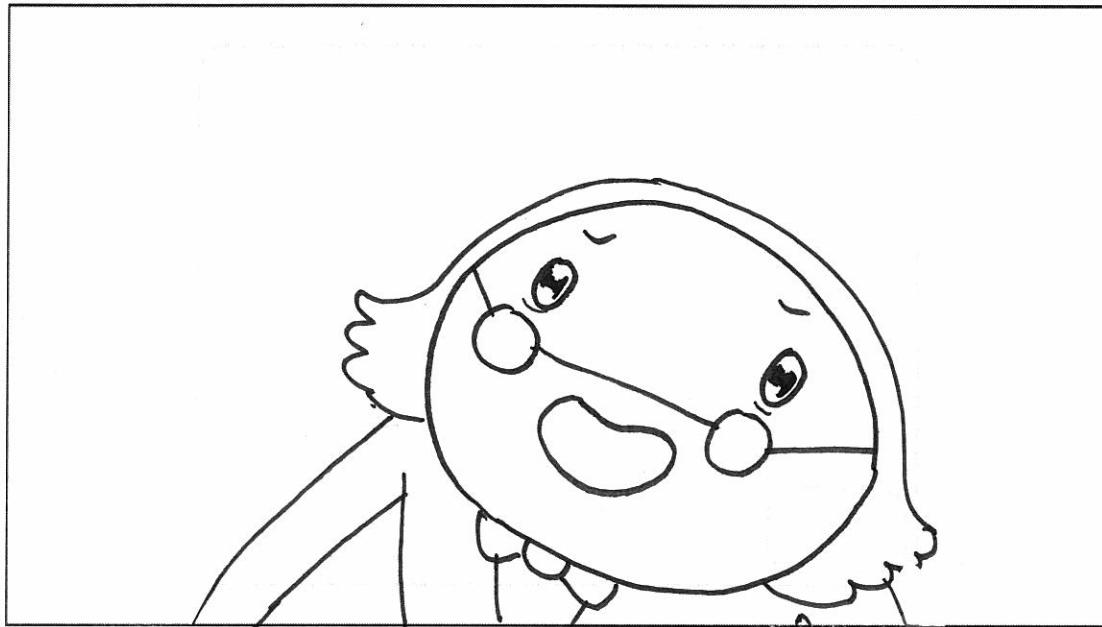
day night

Sc. 99

Pnl. A

Bg.

day night



Dialog:

(M) Simon!

(S) Marceline ?!

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 85

Sc. 100

Pnl. A

Bg.

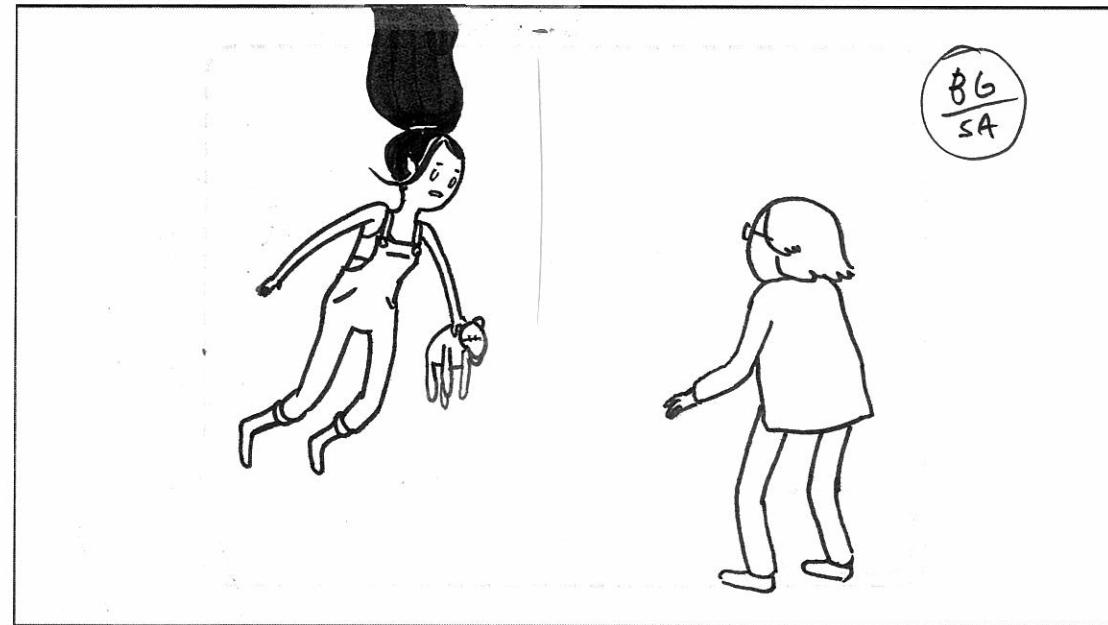
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 86

Sc. 100

Pnl. C

Bg.

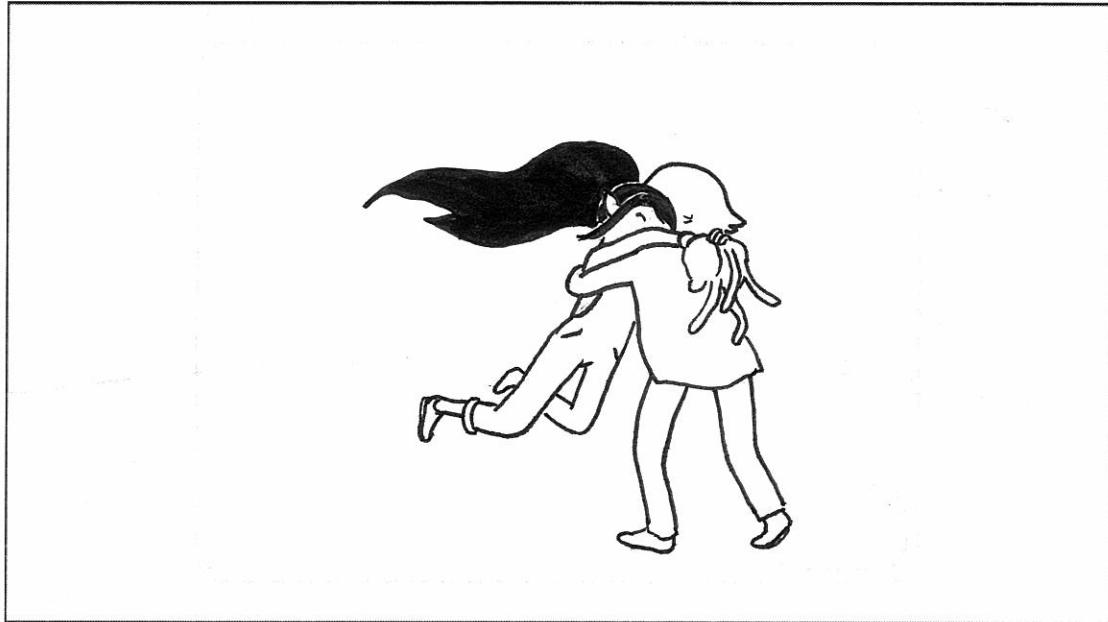
day night

Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 87

Sc. 101

Pnl. B

Bg.

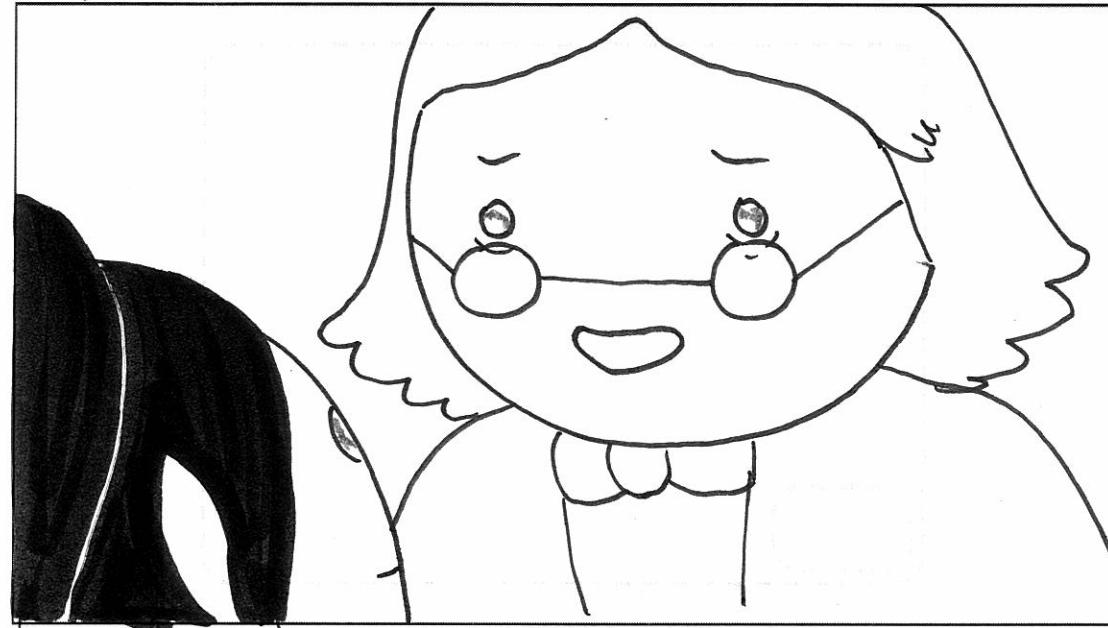
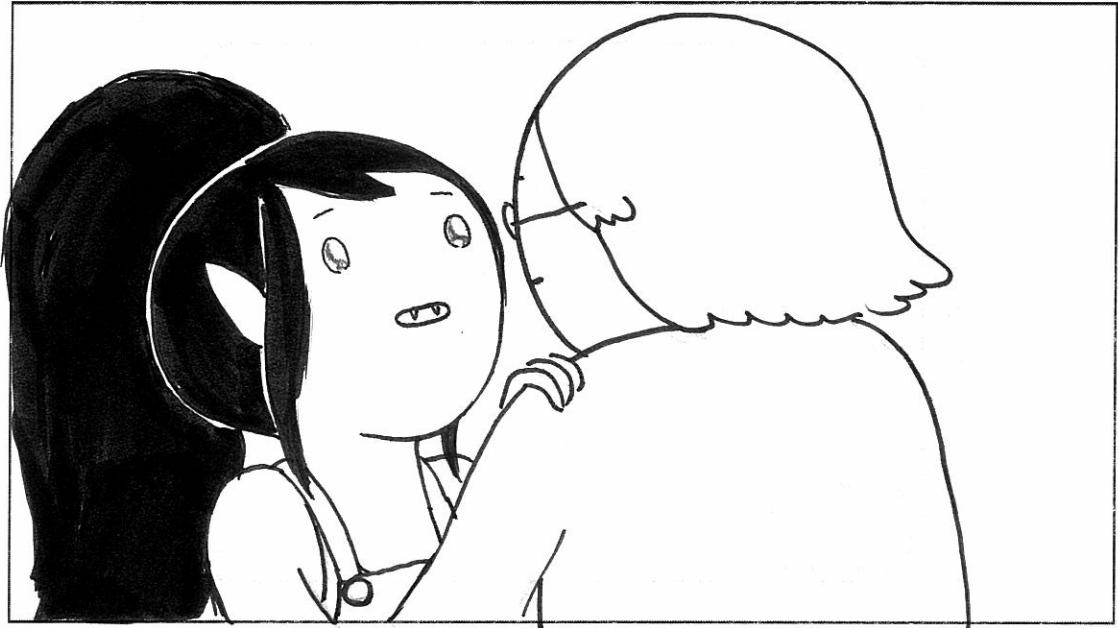
day night

Sc. 102

Pnl. A

Bg.

day night



Dialog:

(M) I thought I'd never see you again (S) I can hardly believe it myself!
You're all grown up...

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 88

Sc. 103

Pnl. A

Bg.

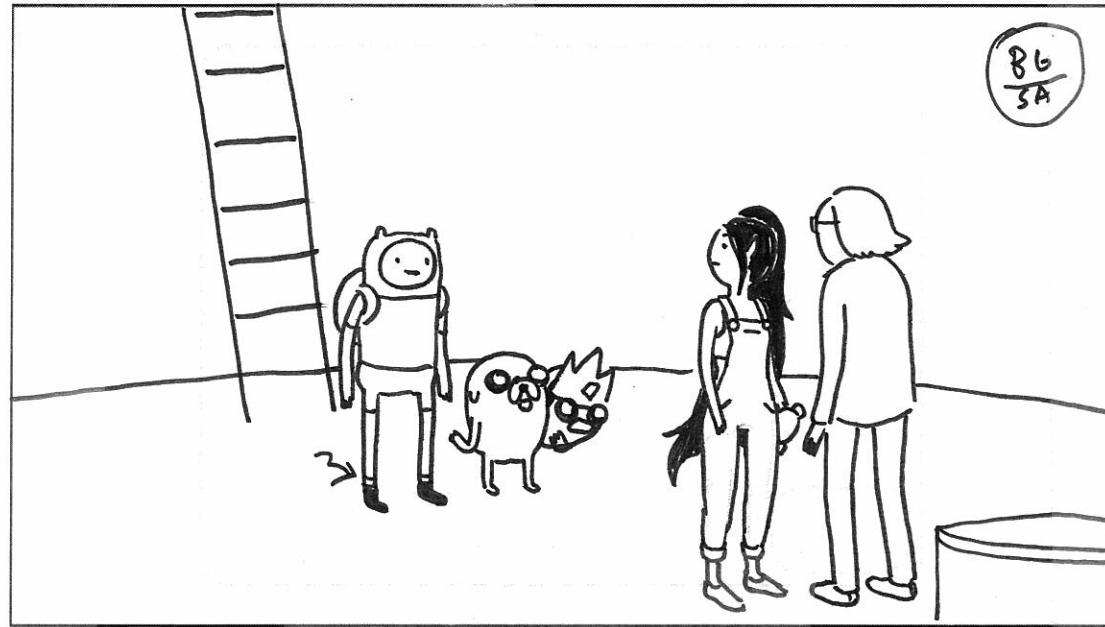
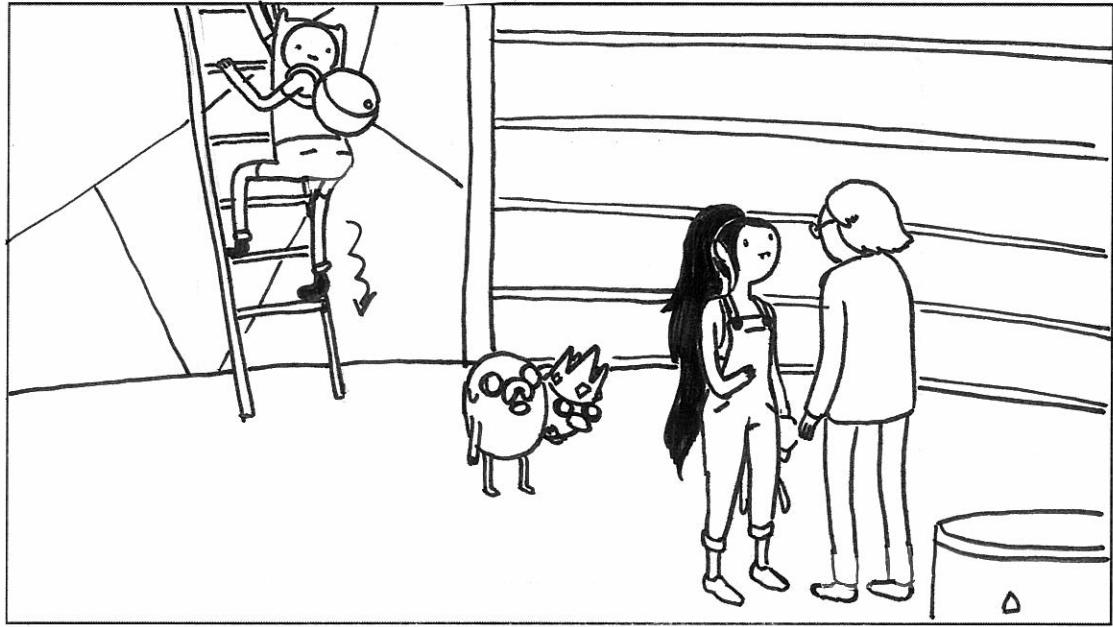
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

J Believe!

J she's like, a million years old.

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 89

Sc. 104

Pnl. A

Bg.

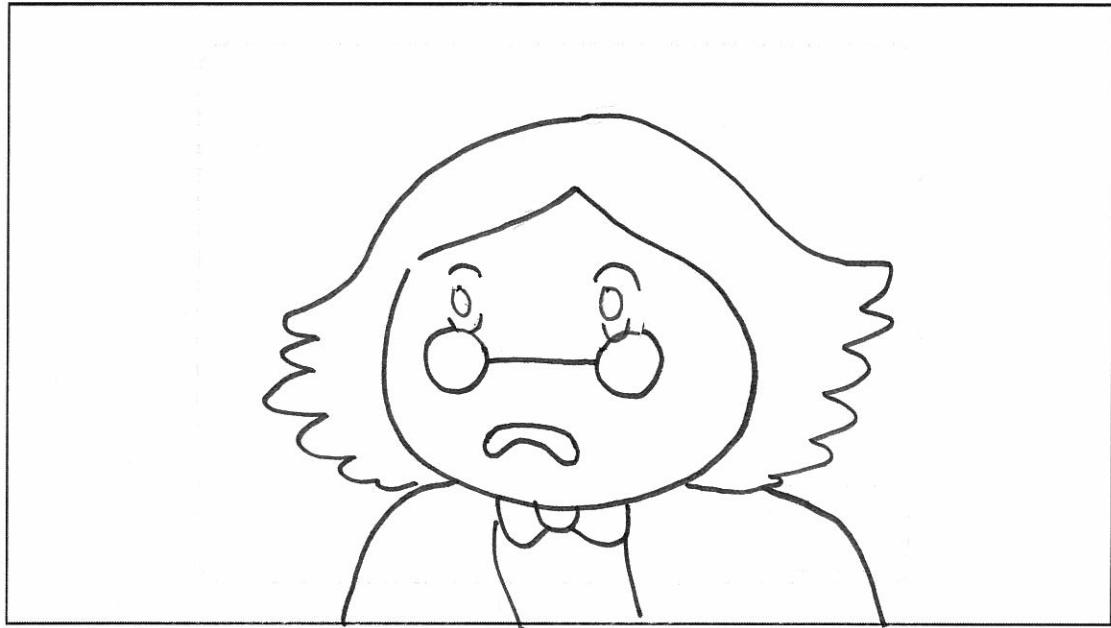
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(S) (gasp)

(S) ONE MILLION YEARS —

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 90

Sc. 104

Pnl. C

Bg.

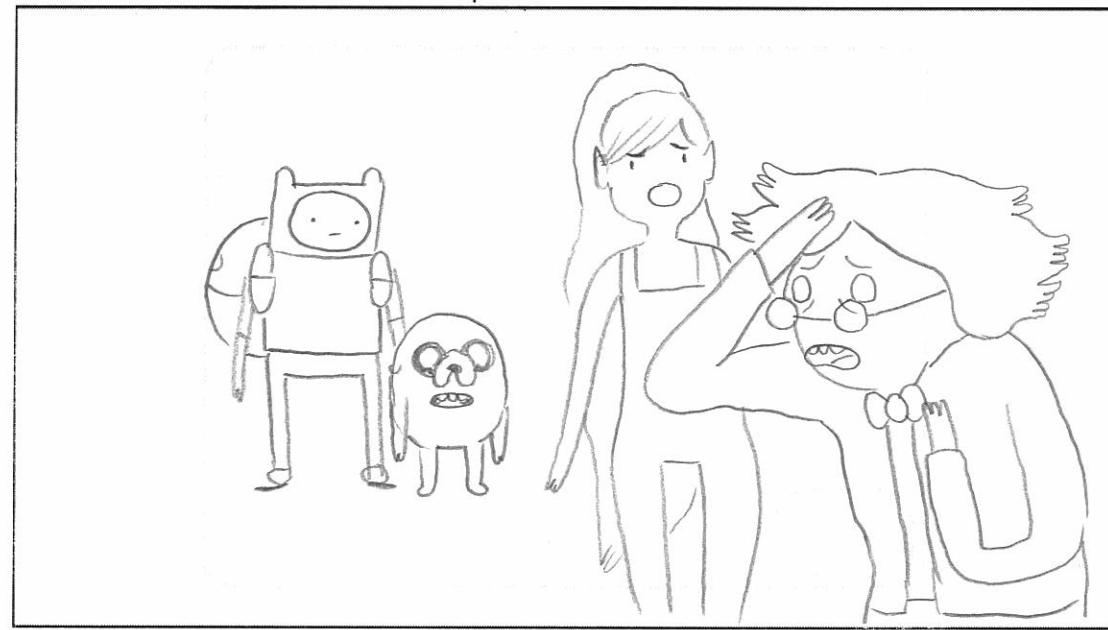
day night

Sc. 105

Pnl. A

Bg.

day night



Dialog:

S: How COULD IT BE?!

M: HE'S JUST KIDDING... I'm only 1,000!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



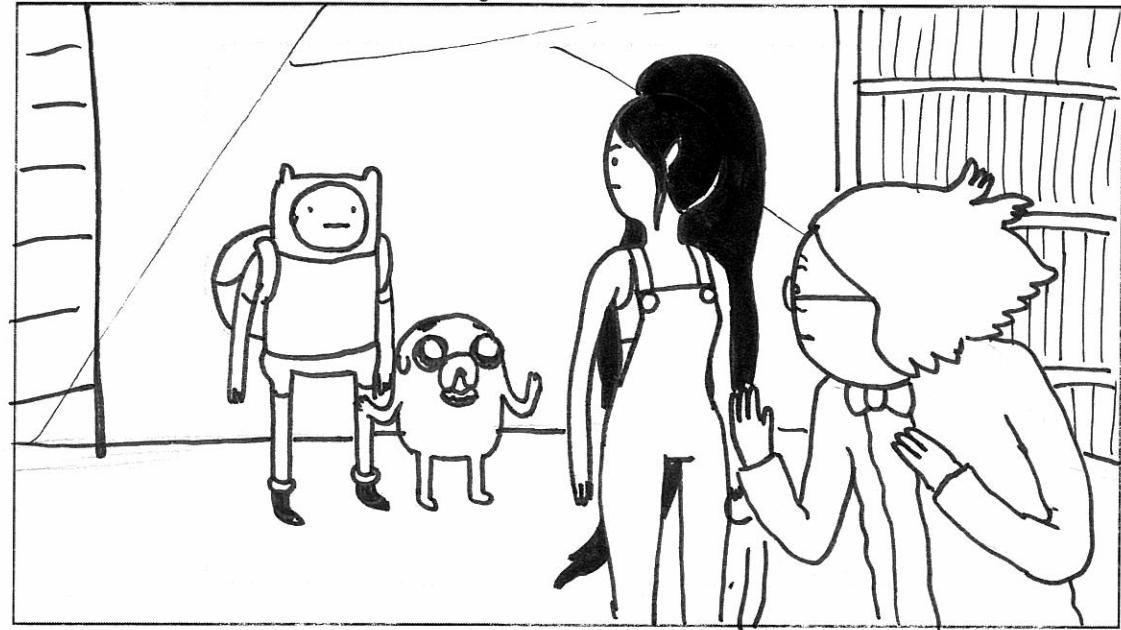
Page 91

Sc. 105

Pnl. B

Bg.

day night

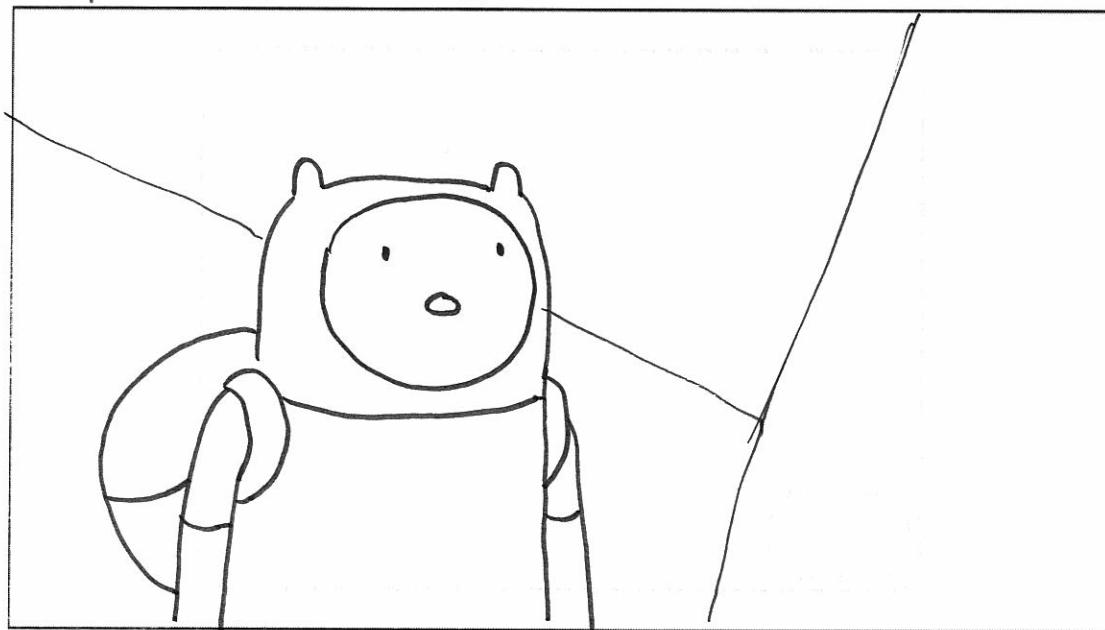


Sc. 106

Pnl. A

Bg.

day night



Dialog:

(J) And still lookin' good!

(F) Do you remember Anything from when
you were the Ice King?

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



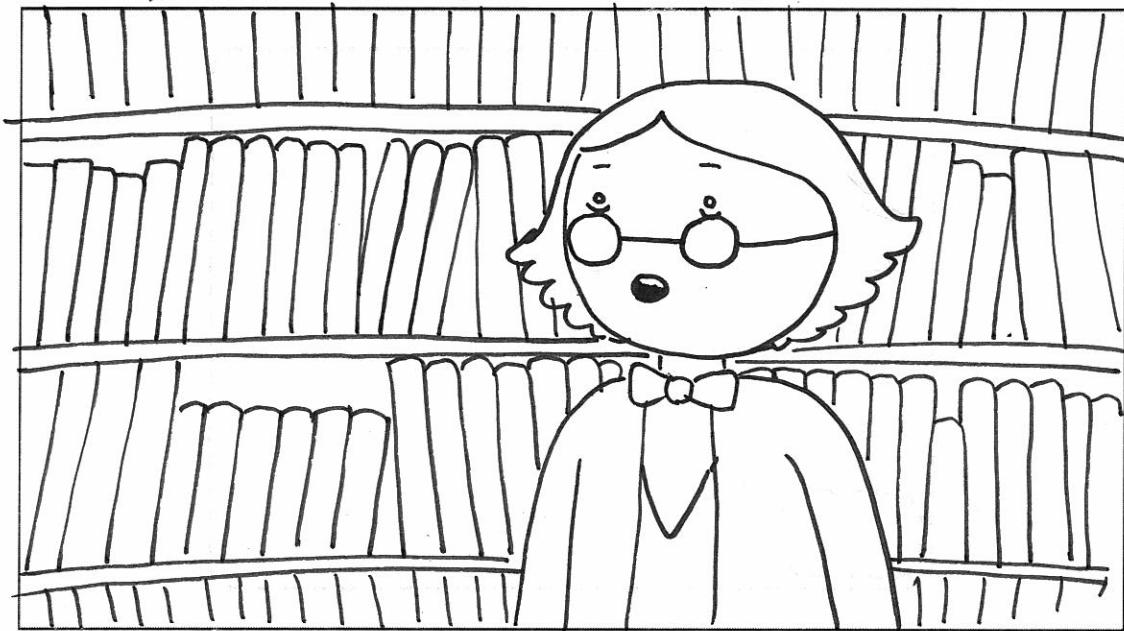
Page 92

Sc. 107

Pnl. A

Bg.

day night

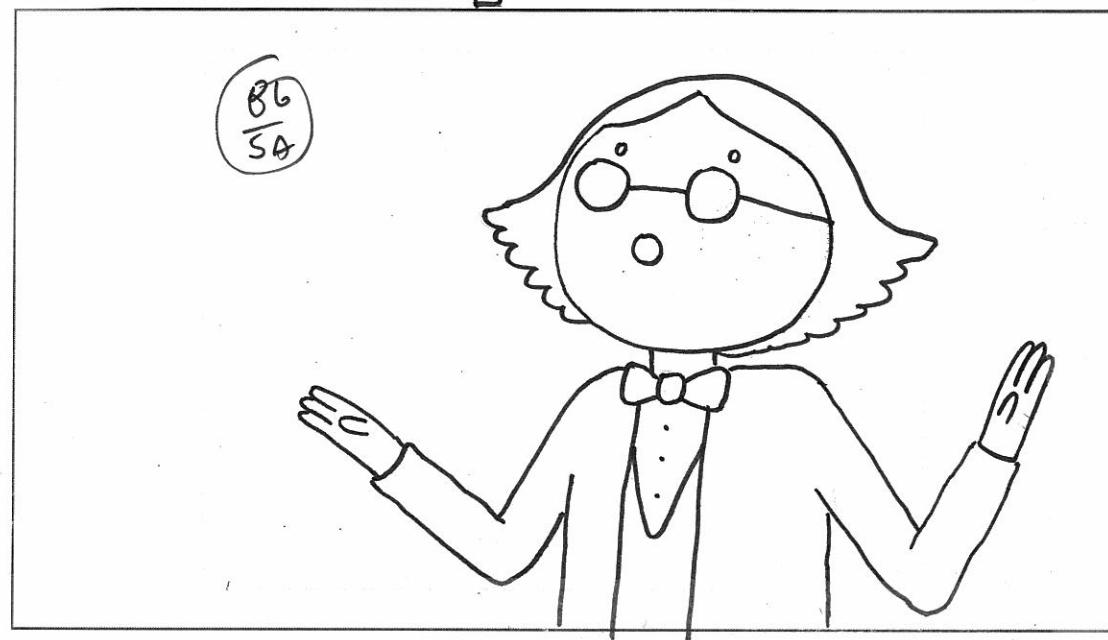


Sc.

Pnl. B

Bg.

day night



Dialog:

(S) Nothing specific

(S) Just dreamlike impressions

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



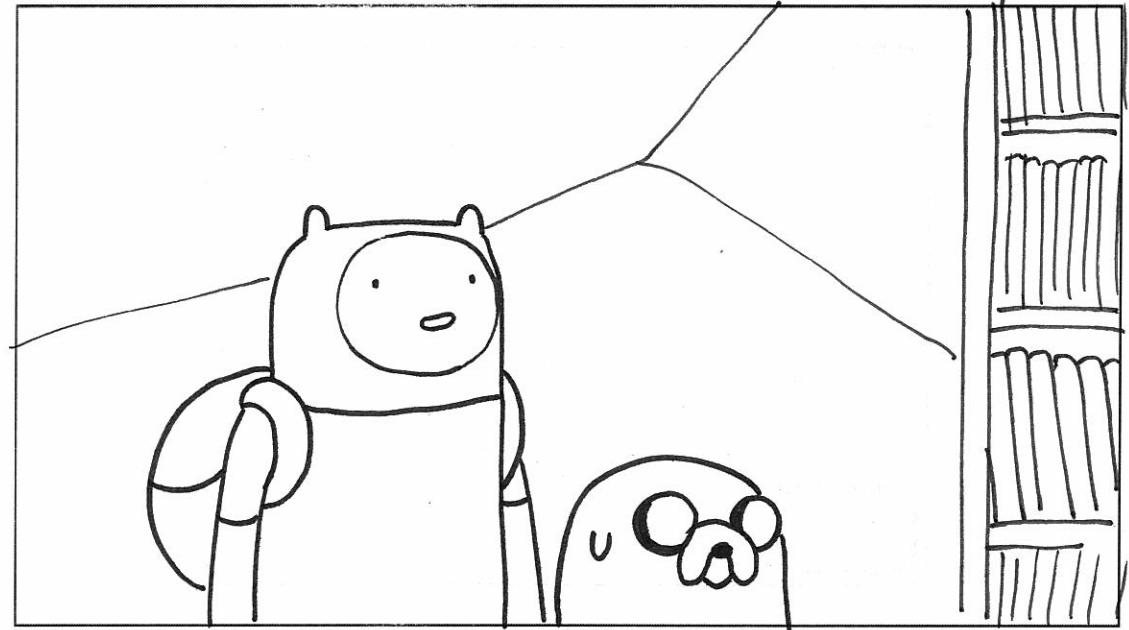
Page 93

Sc. 108

Pnl. A

Bg.

day night

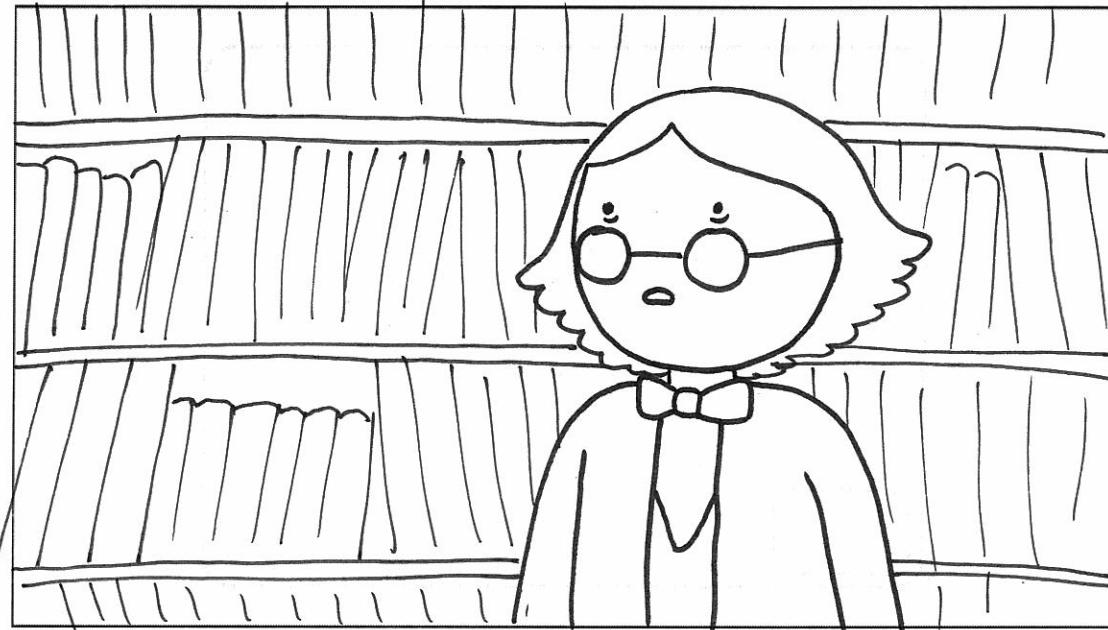


Sc. 109

Pnl. A

Bg.

day night



Dialog:

F Do you still have impressions from all
the times we flipped your bricks ?

S I have . . . , bruises

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 109

Pnl. B

Bg.

day night

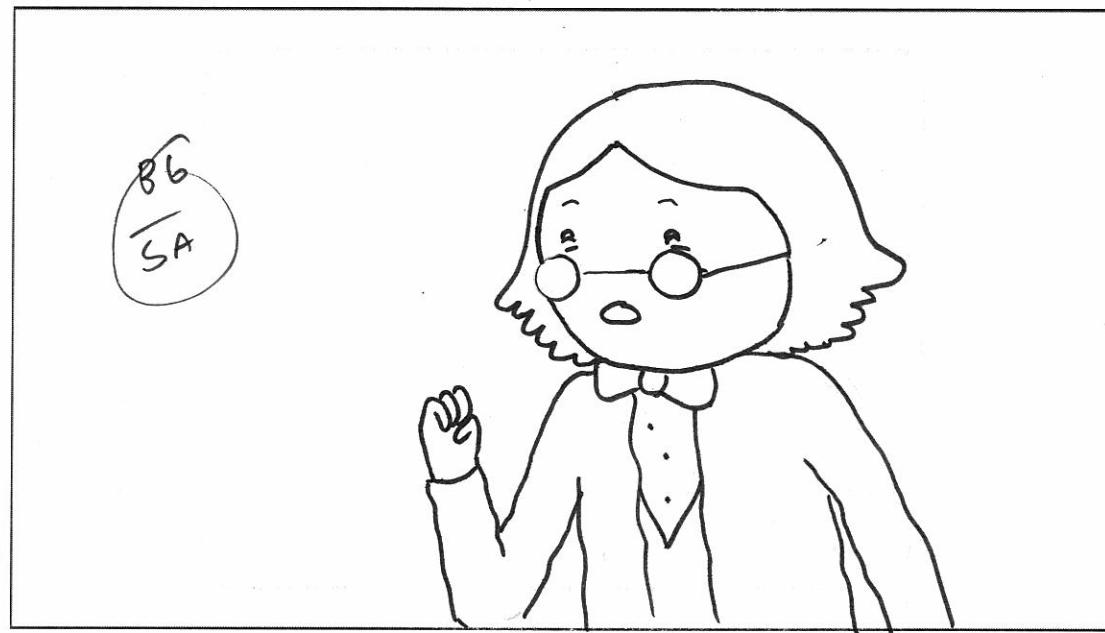
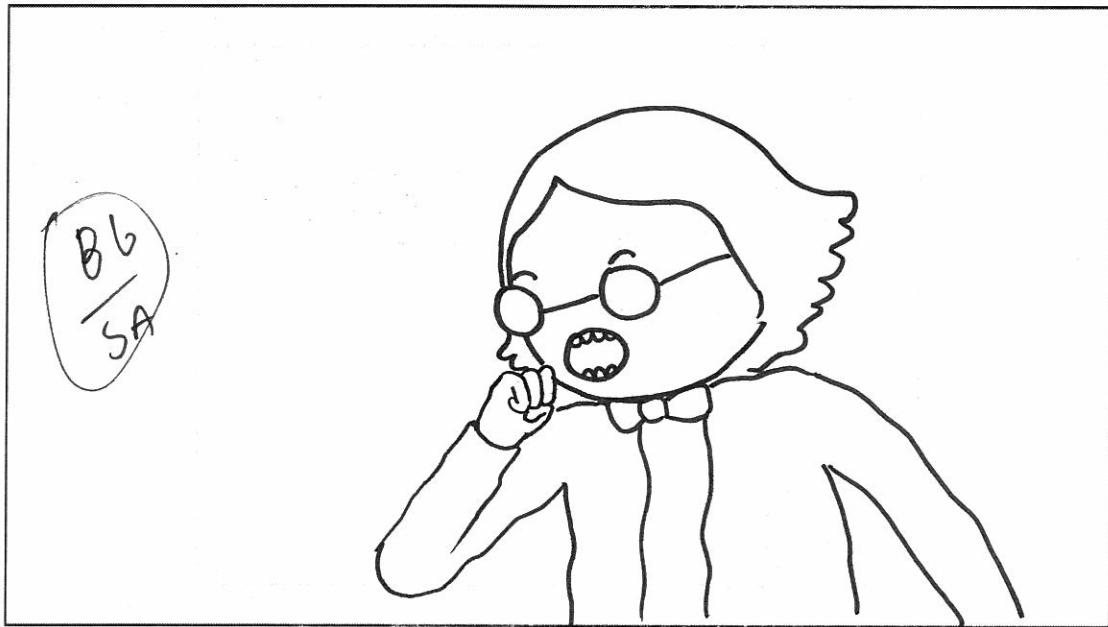
Sc.

Pnl. C

Bg.

day night

Page 94



Dialog:

(S) :cough cough!: :

(S) excuse me, I ...

Action:

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME



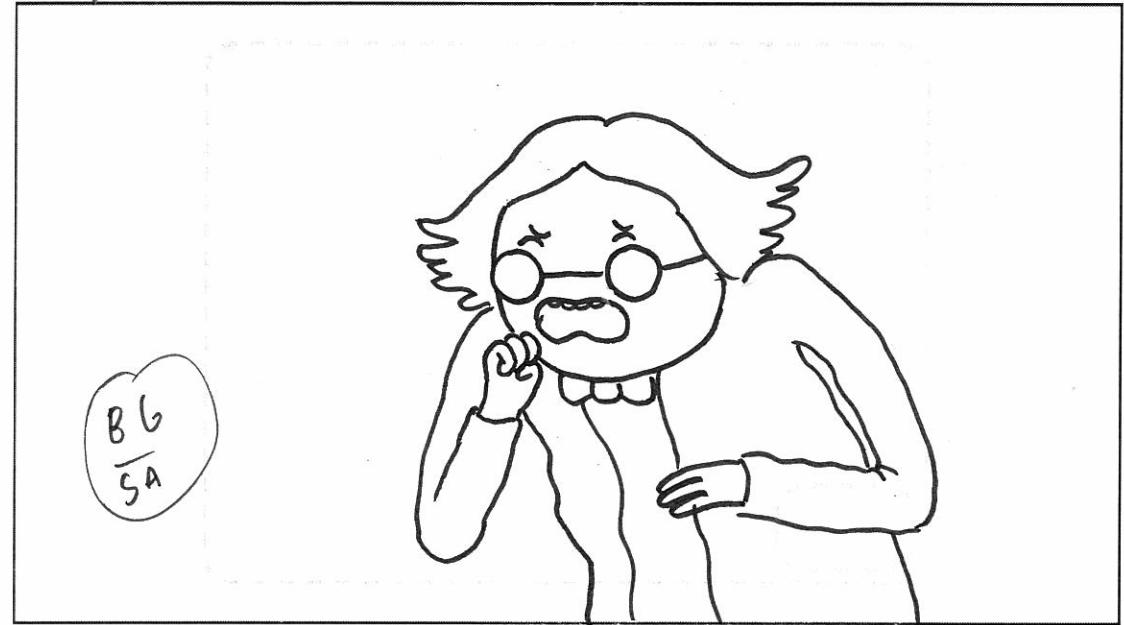
Page 95

Sc. 109

Pnl. D

Bg.

day night



Sc. 110

Pnl. A

Bg.

day night



Dialog:

(S) = cough cough cough!! =

(M) man, Simon...

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 96

Sc. 111

Pnl. A

Bg.

day night



Sc. 112

Pnl. A

Bg.

day night



Dialog:

(S) :cough!: I'm fine ;cough cough!: (M) You're dying.

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 97

Sc. 113

Pnl. A

Bg.

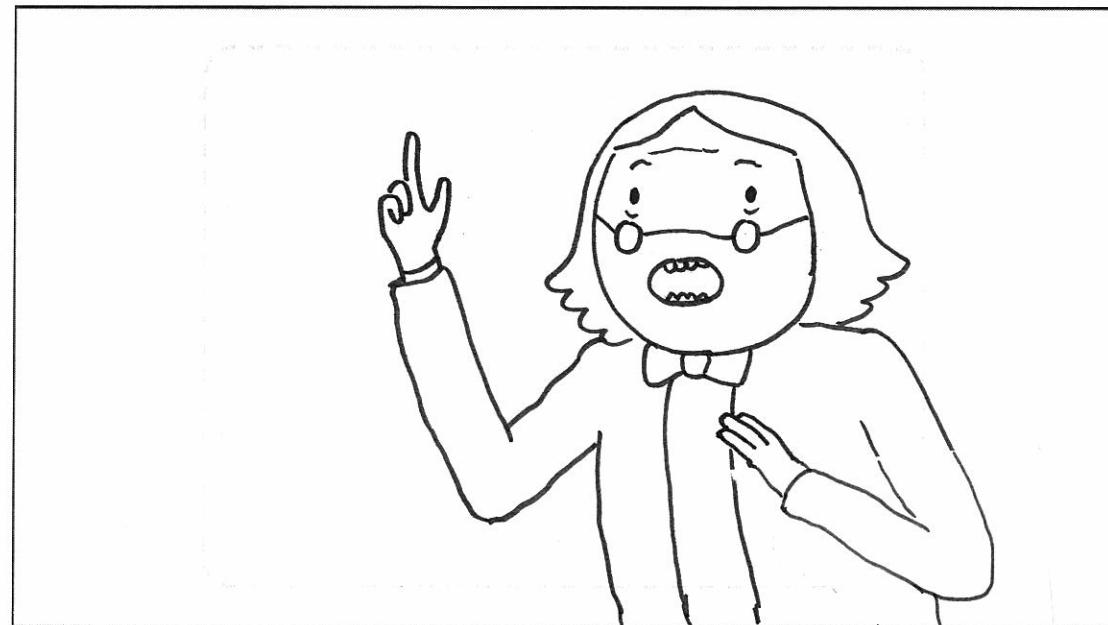
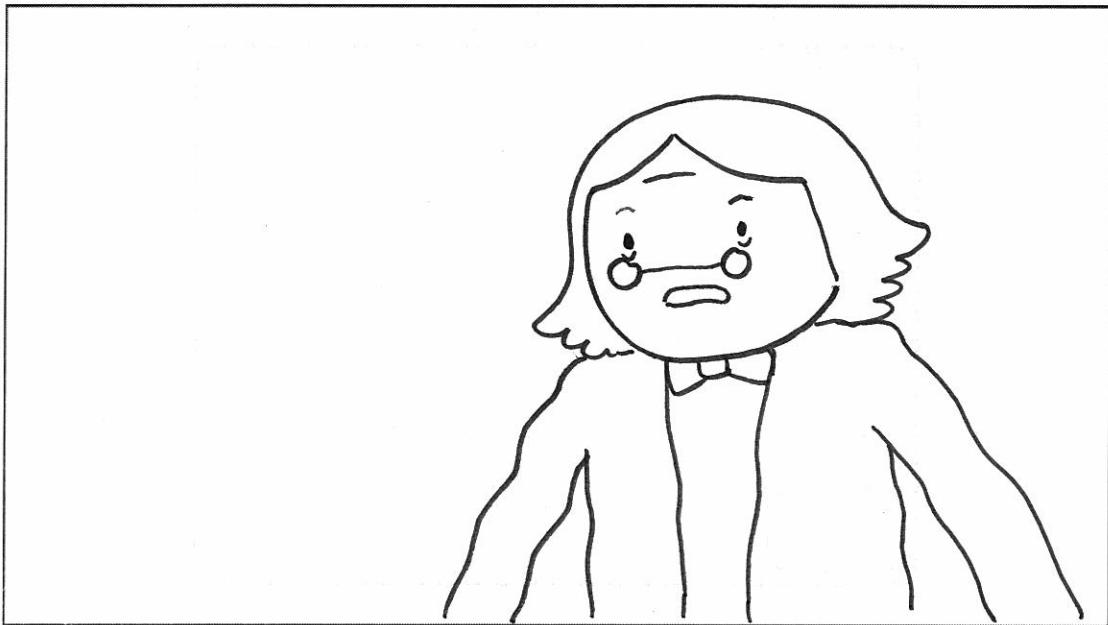
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(S) well, yes

(S) But only in increments!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 98

Sc. 114

Pnl. A

Bg.

day night

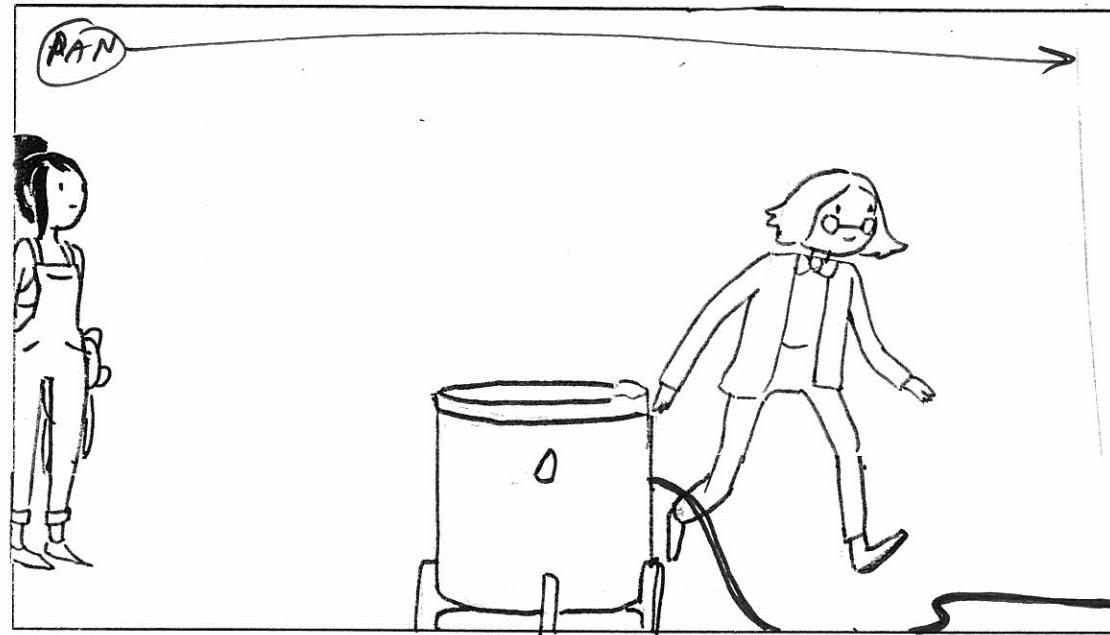


Sc.

Pnl. B

Bg.

day night



Dialog:

(S) I've still got work to do !

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 99

Sc. 114

Pnl. C

Bg.

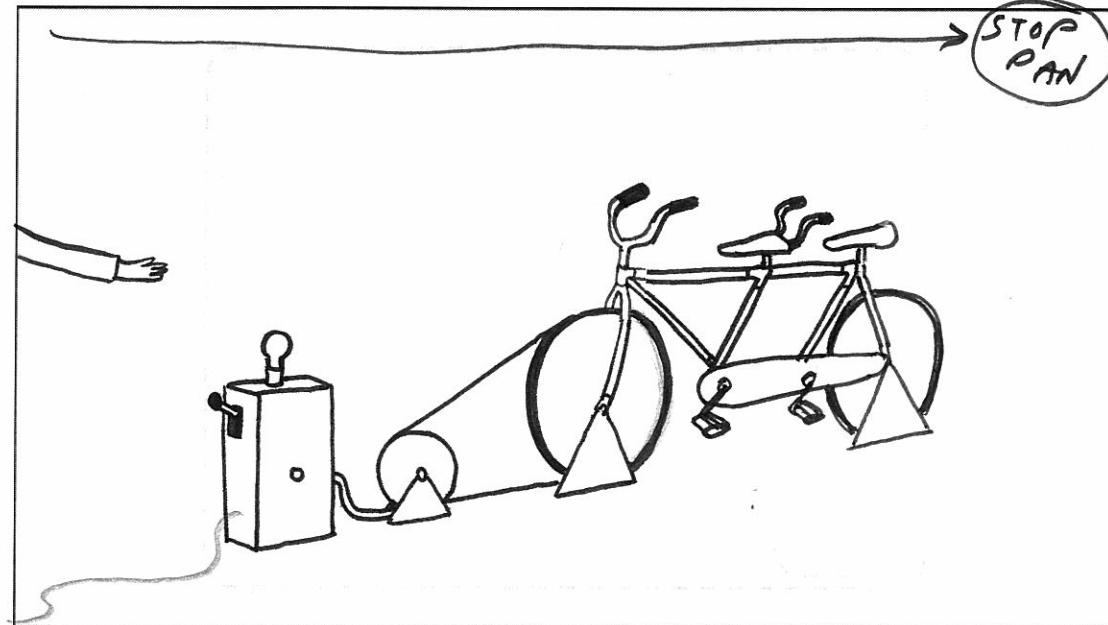
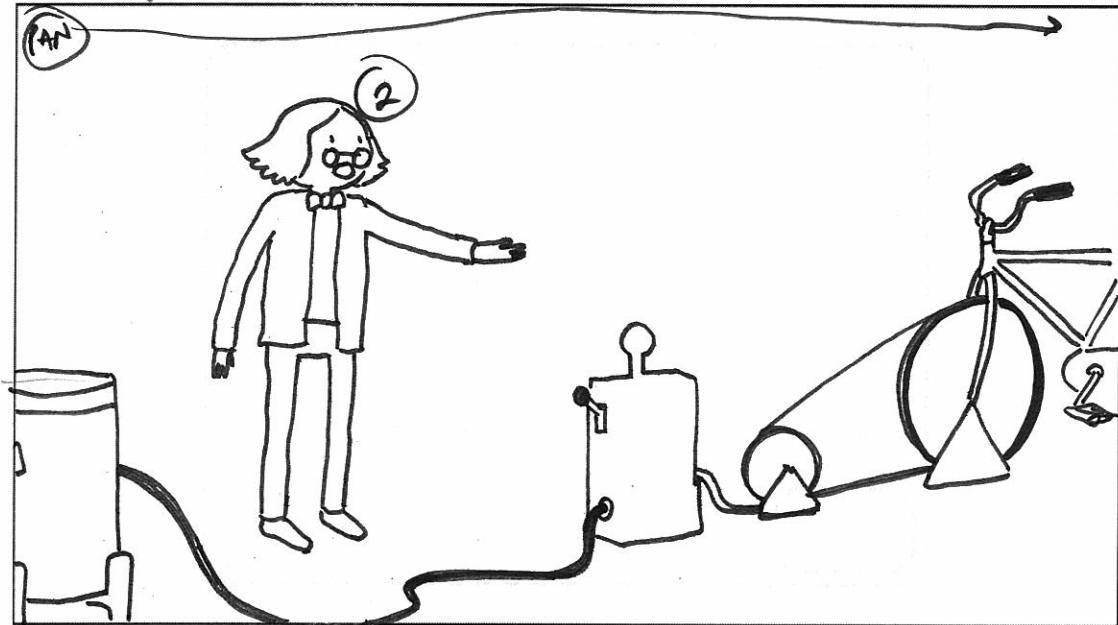
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

① Finn and Jake ② will you run my generator?

Action:



Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME

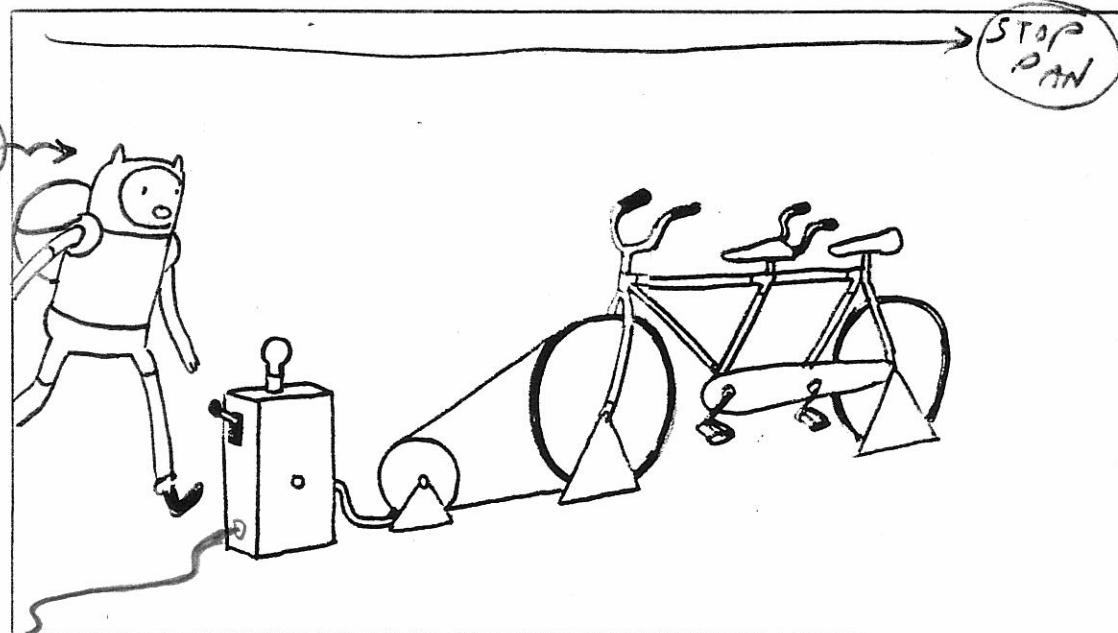
Page 100

Sc. 114

Pnl. E

Bg.

day night

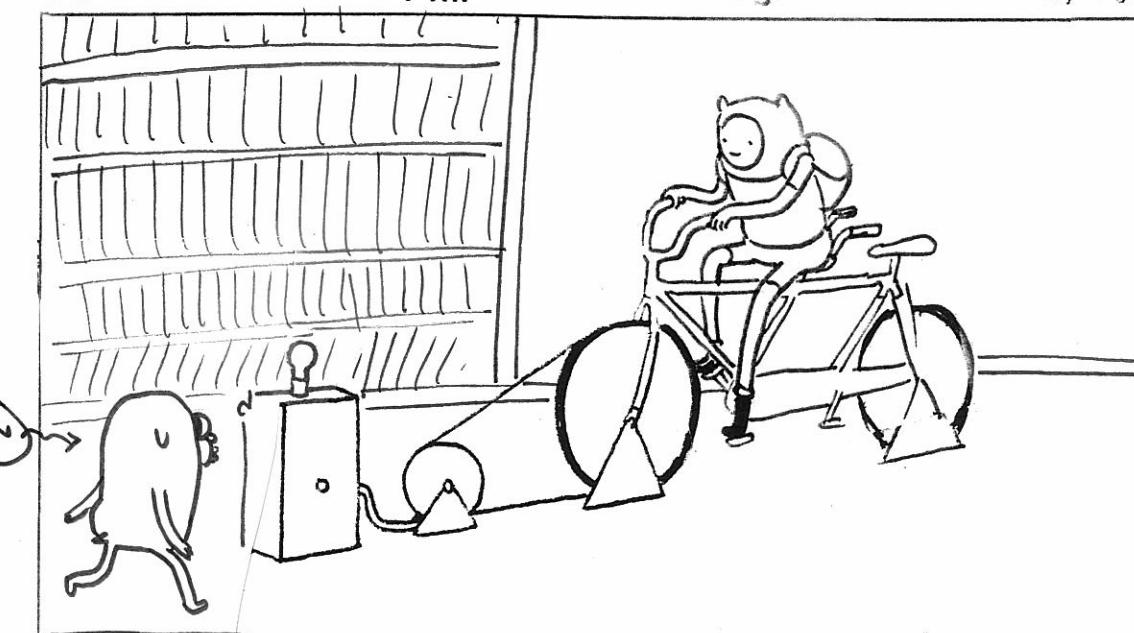


Sc.

Pnl. F

Bg.

day night



Dialog:

(F) yeah man

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 101

Sc. 114

Pnl. 6

Bg.

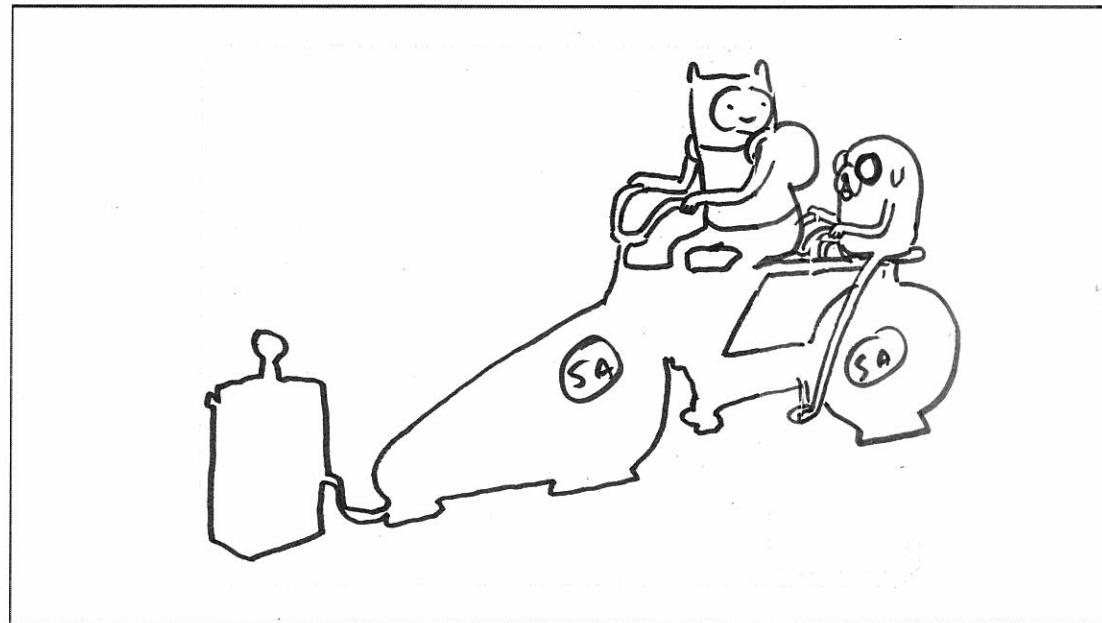
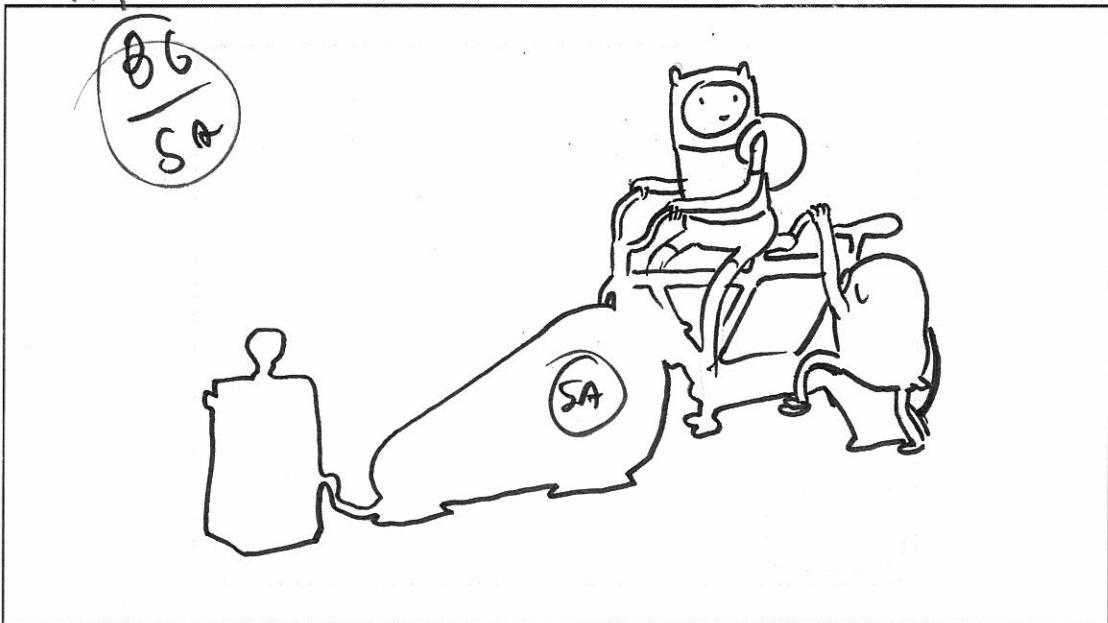
day night

Sc.

Pnl. H

Bg.

day night



Dialog:

(J) cool.

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 102

Sc. 114

Pnl. 1

Bg.

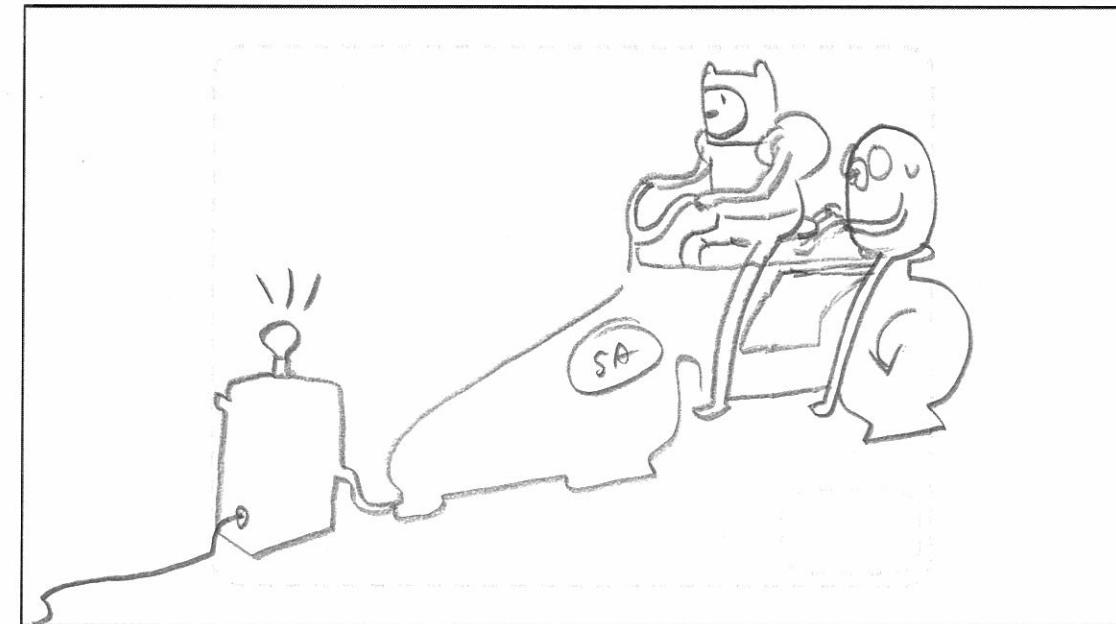
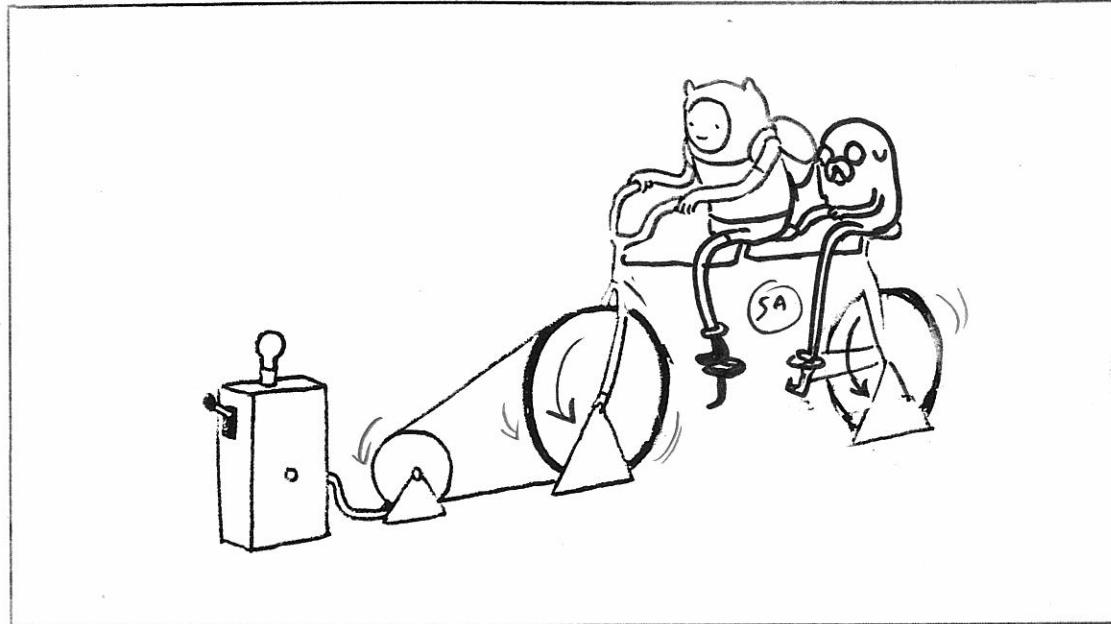
day night

Sc.

Pnl. J

Bg.

day night



Dialog:

bike
sfx : whirr :

sfx : Blink :
(lightbulb)

Action:

Finn & Jake start pedalling. Bicycle wheels spin.

(wheels spinning) Light Bulb
& pedalling Lights up

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 103

Sc. 115

Pnl. A

Bg.

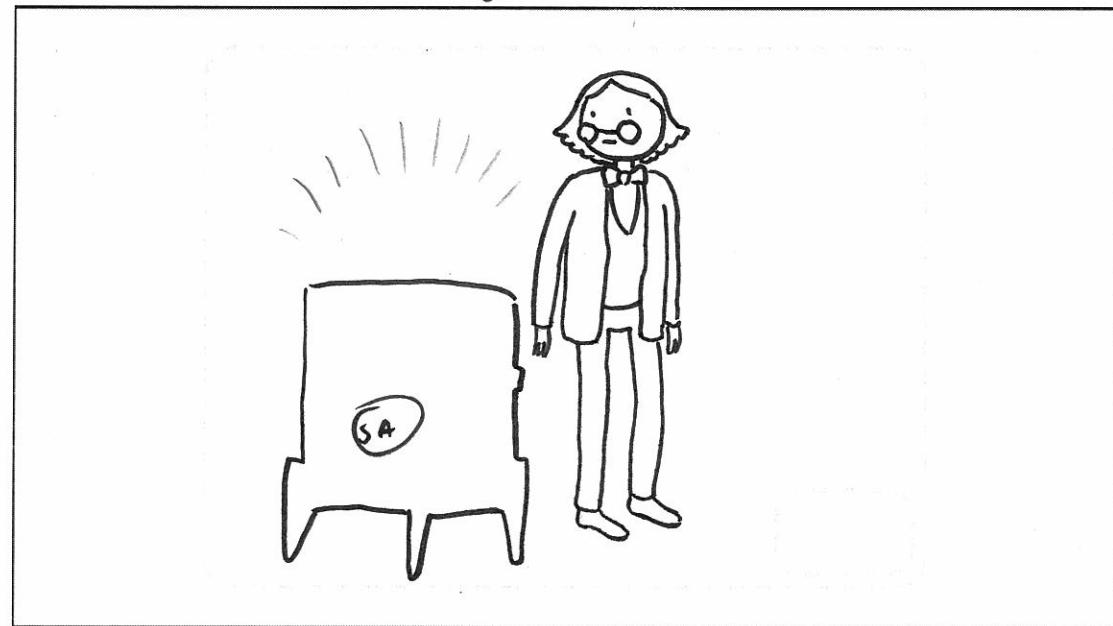
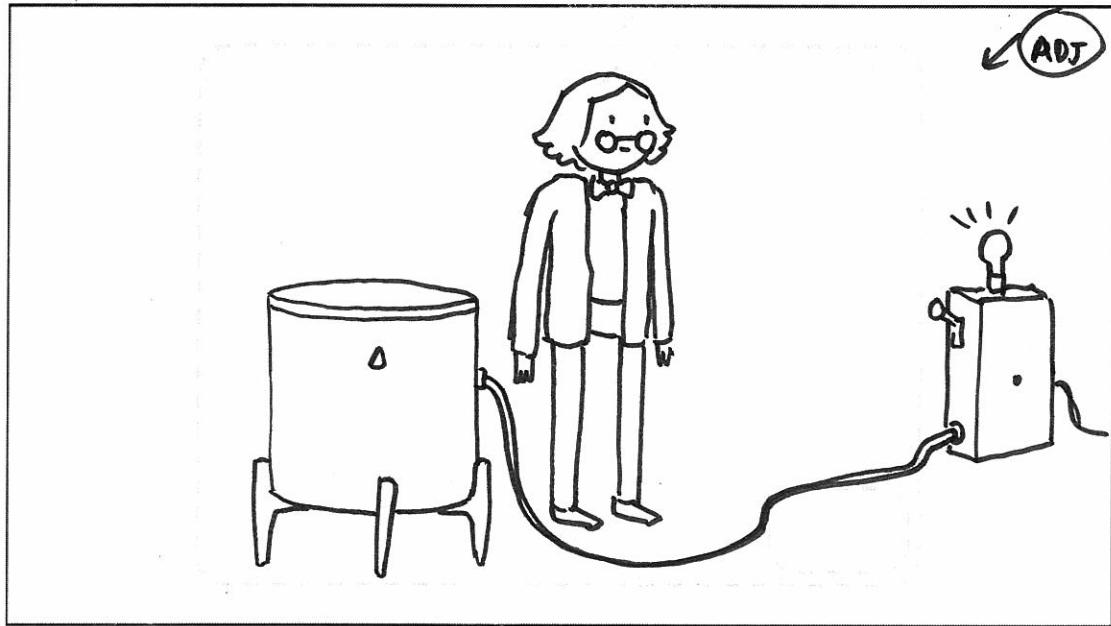
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Light glows from inside cauldron

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 104

Sc. 115

Pnl. C

Bg.

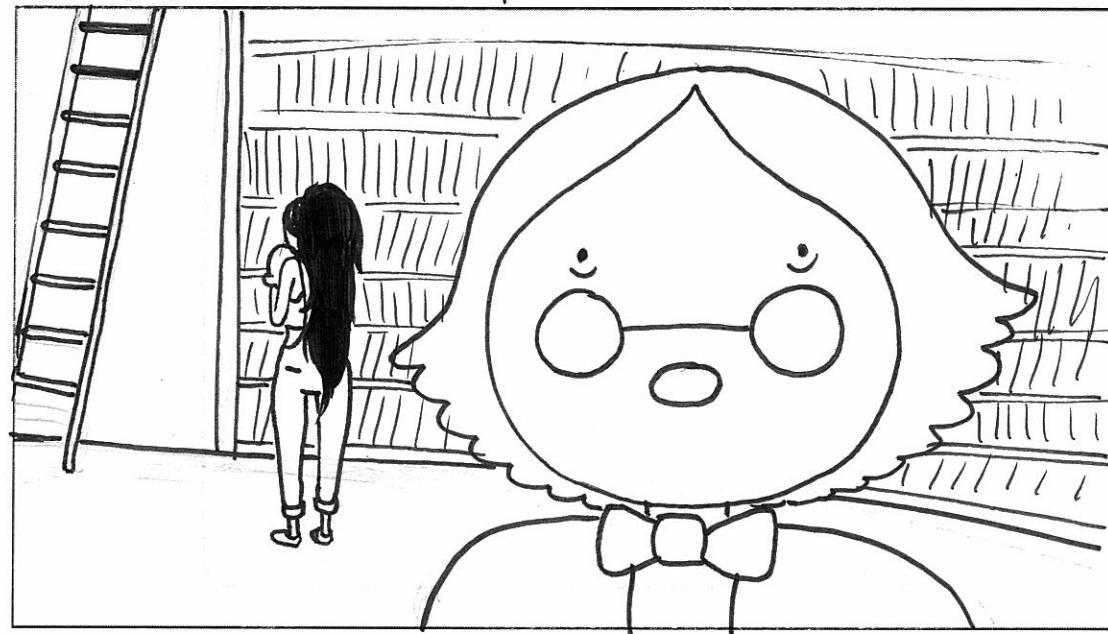
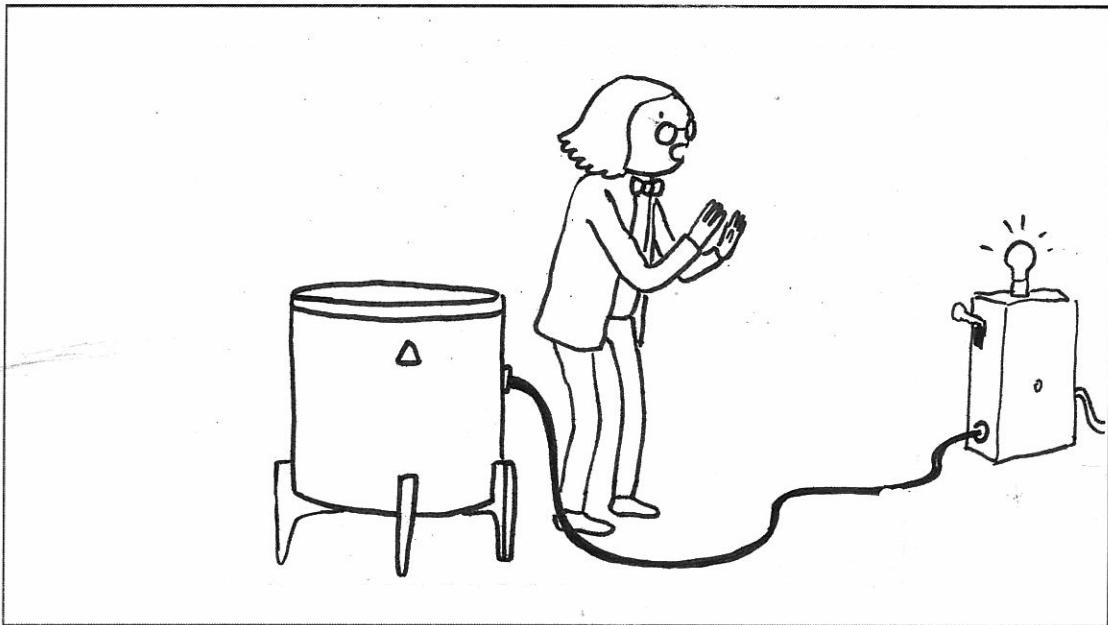
day night

Sc. 116

Pnl. A

Bg.

day night



Dial:

(S) that's great! keep pedalling!

(S) All we need now

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 105

Sc. 116

Pnl. B

Bg.

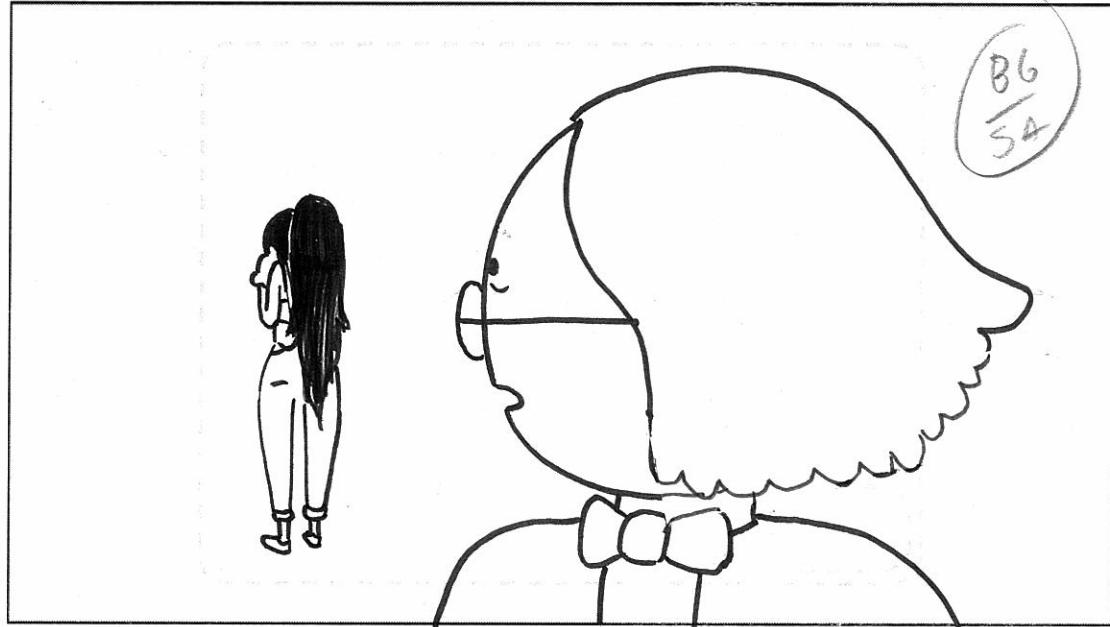
day night

Sc. 117

Pnl. A

Bg.

day night



Dialog:

(S) is the catalyst

(S) (OS) an object from the past

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 106

Sc. 117

Pnl. B

Bg.

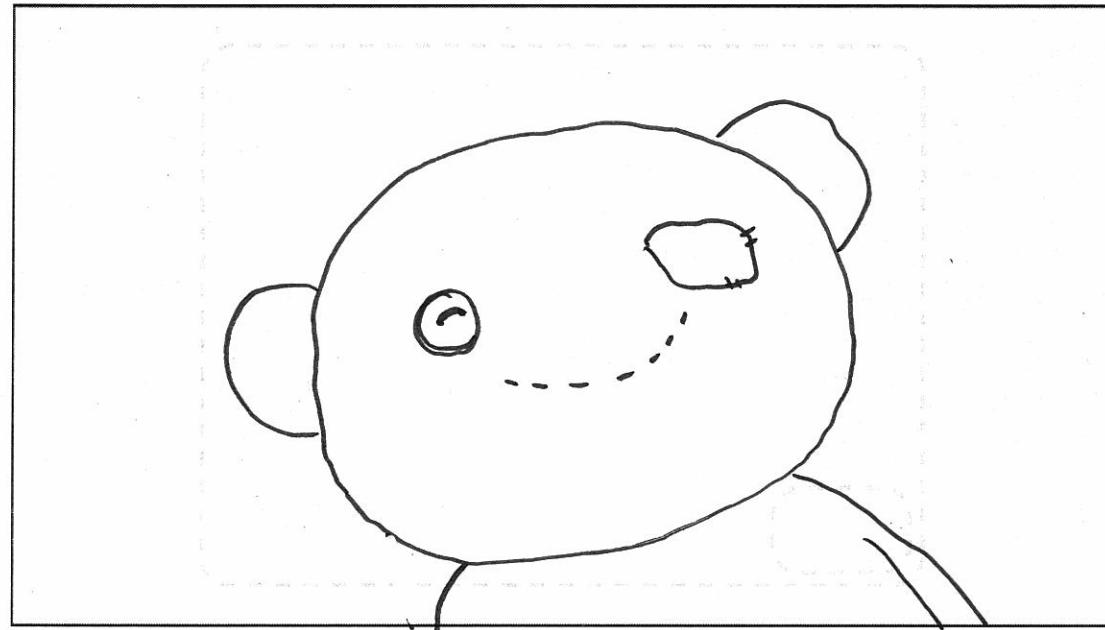
day night

Sc. 118

Pnl. A

Bg.

day night



Dialog:

(S) (os) that has been lovingly tended
to through the ages.

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 107

Sc. 119

Pnl. A

Bg.

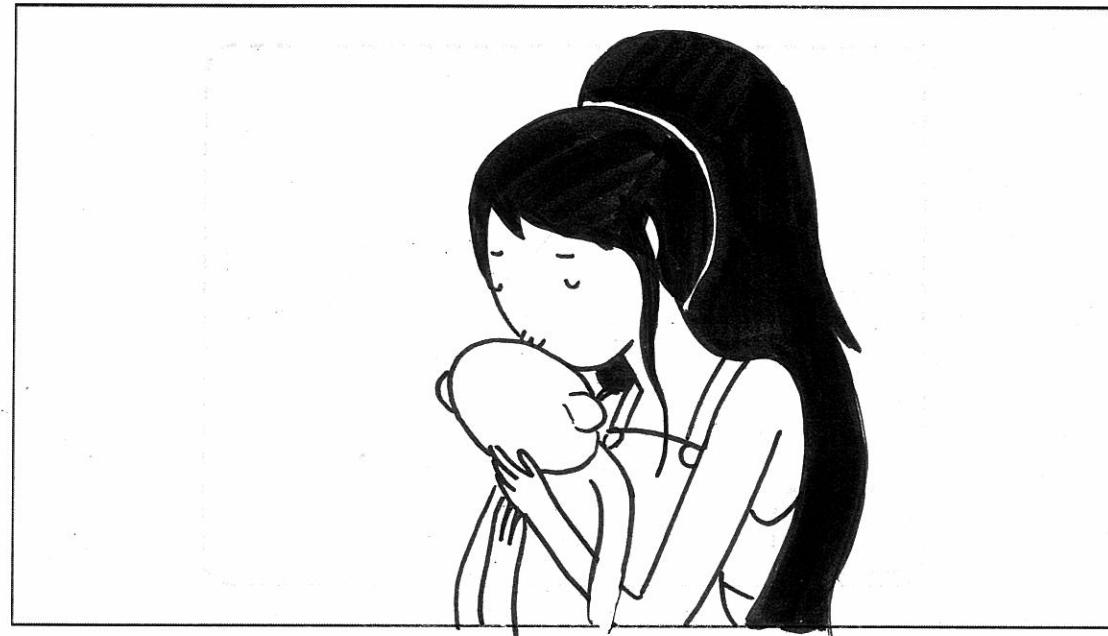
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(M) Good bye Hambo

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 108

Sc. 119

Pnl. C

Bg.

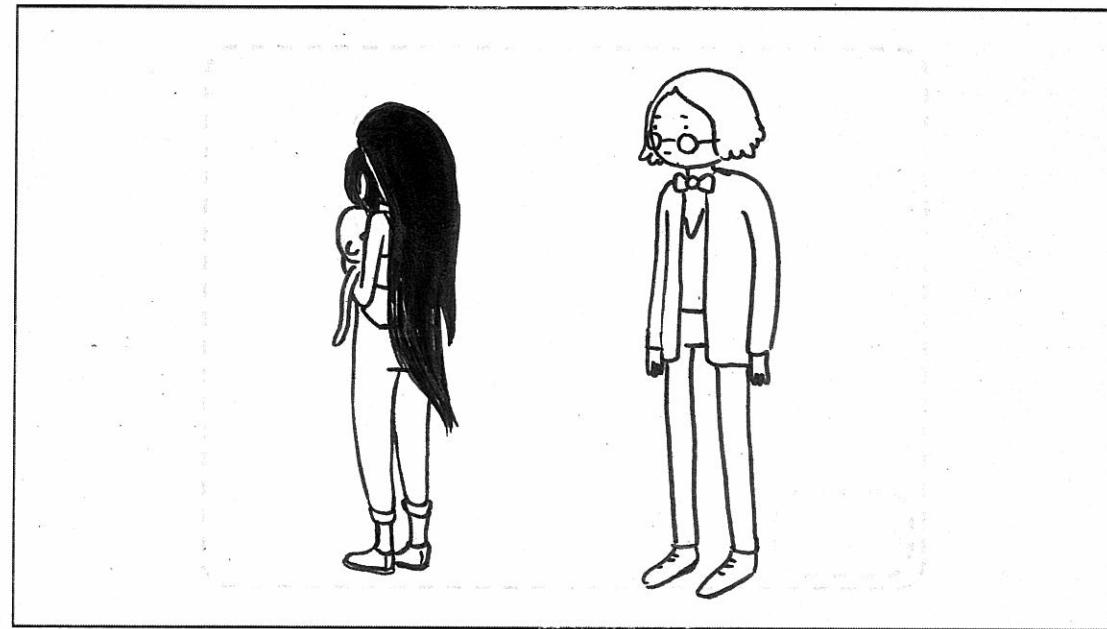
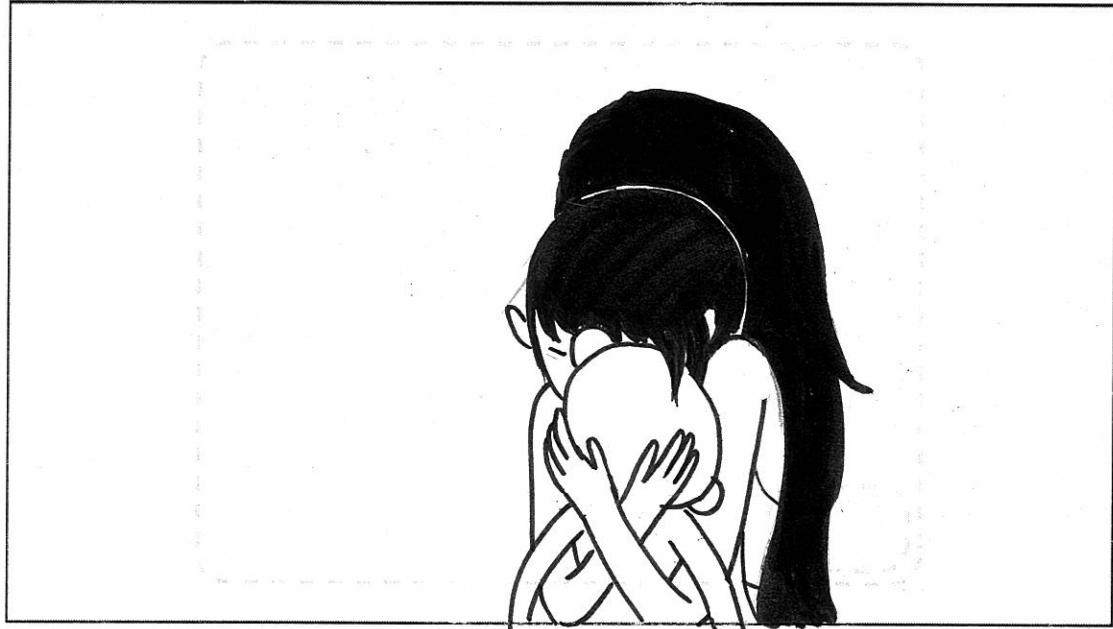
day night

Sc. 120

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 109

Sc. 120

Pnl. B

Bg.

day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 121

Pnl. A

Bg.

day night

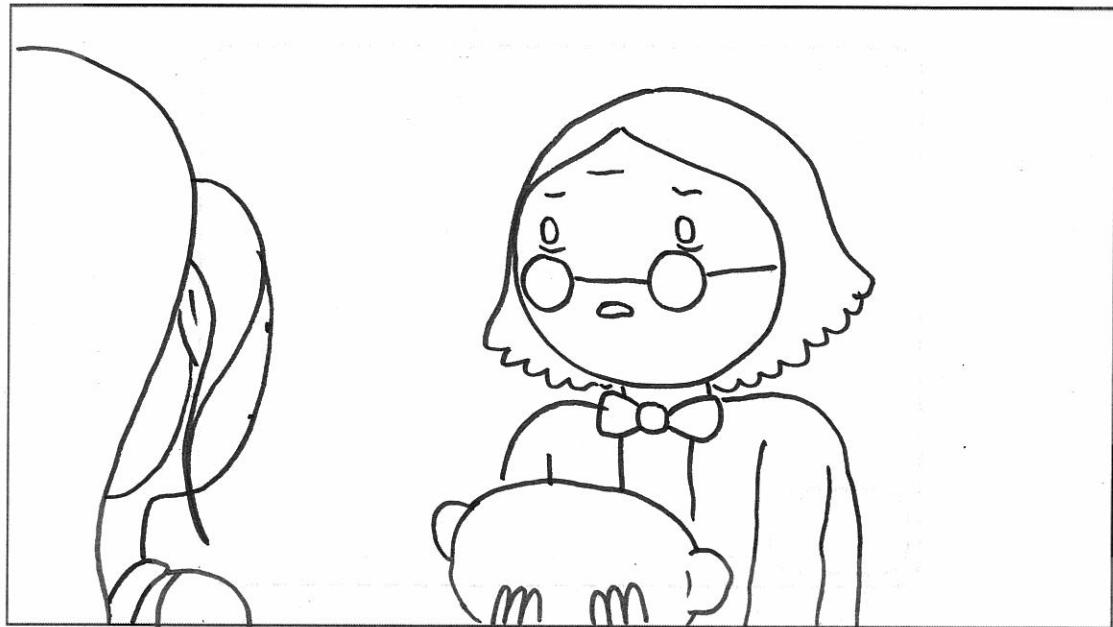
Sc.

Pnl. B

Bg.

Page 110

day night



Dialog:

(S) Because of you

(S) I can say goodbye to Betty

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 111

Sc. 121

Pnl. C

Bg.

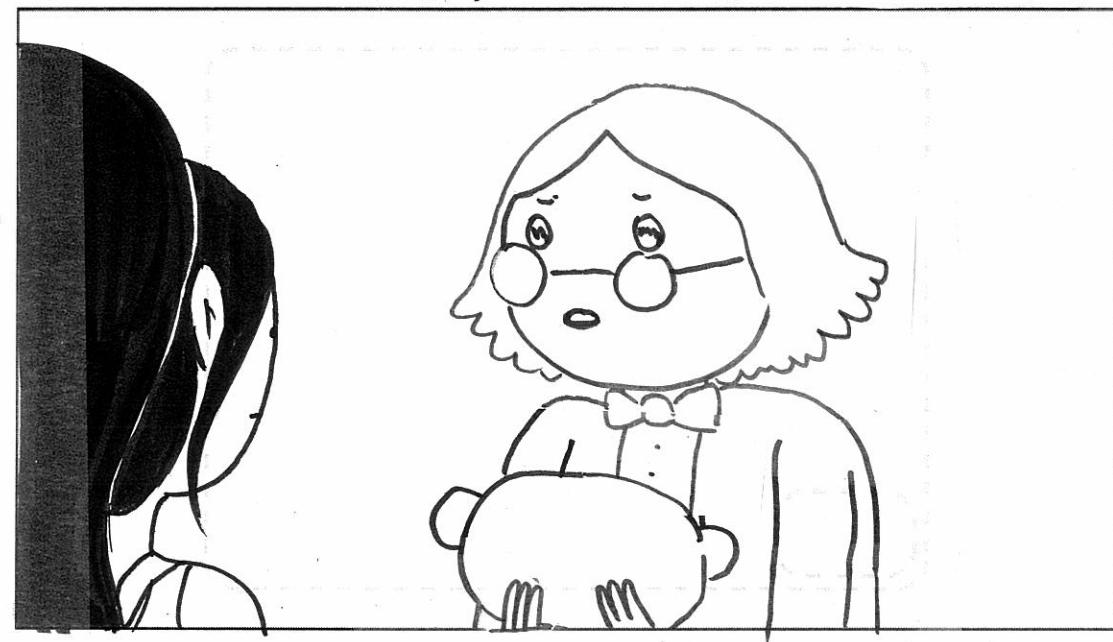
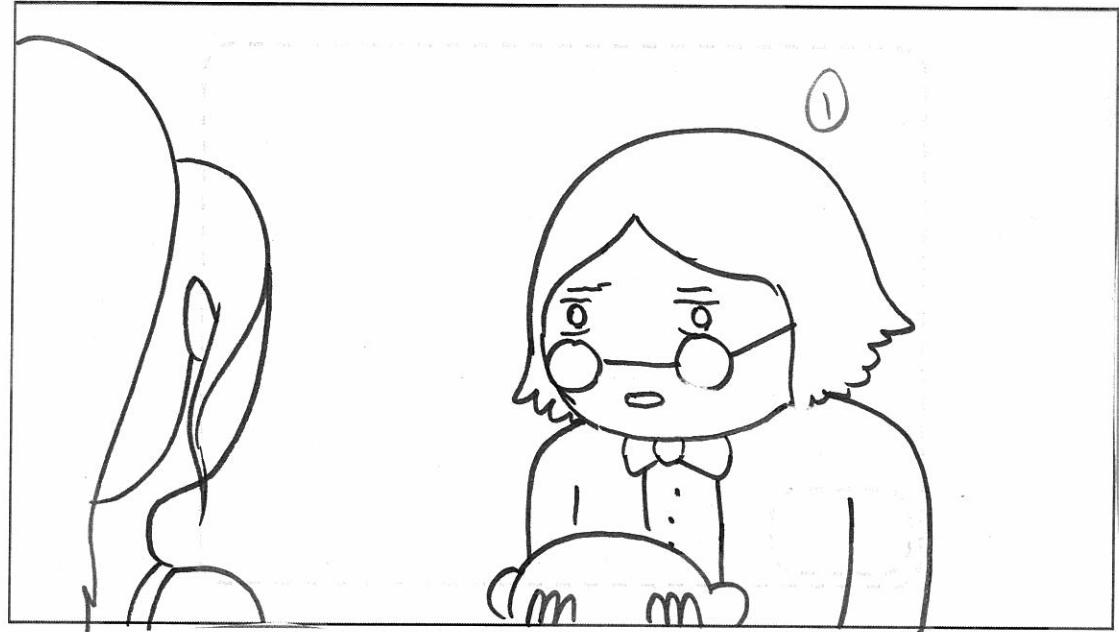
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

(S) and tell her I'm sorry for driving her away. (S) thank you Marceline.

Action:



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 122

Pnl.A

Bg.

day night

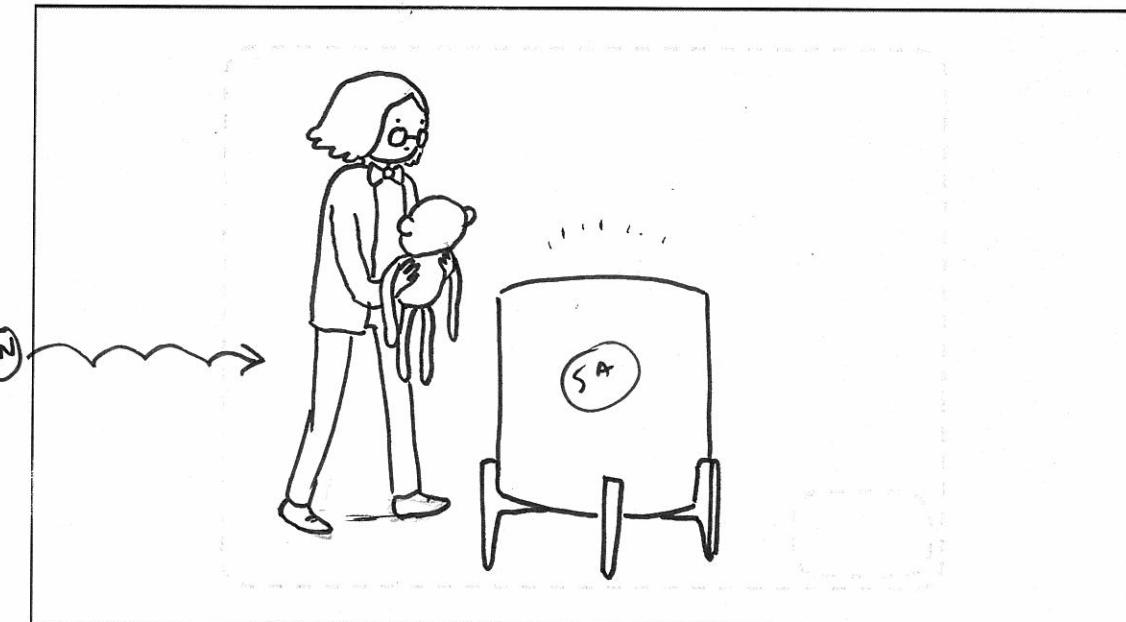
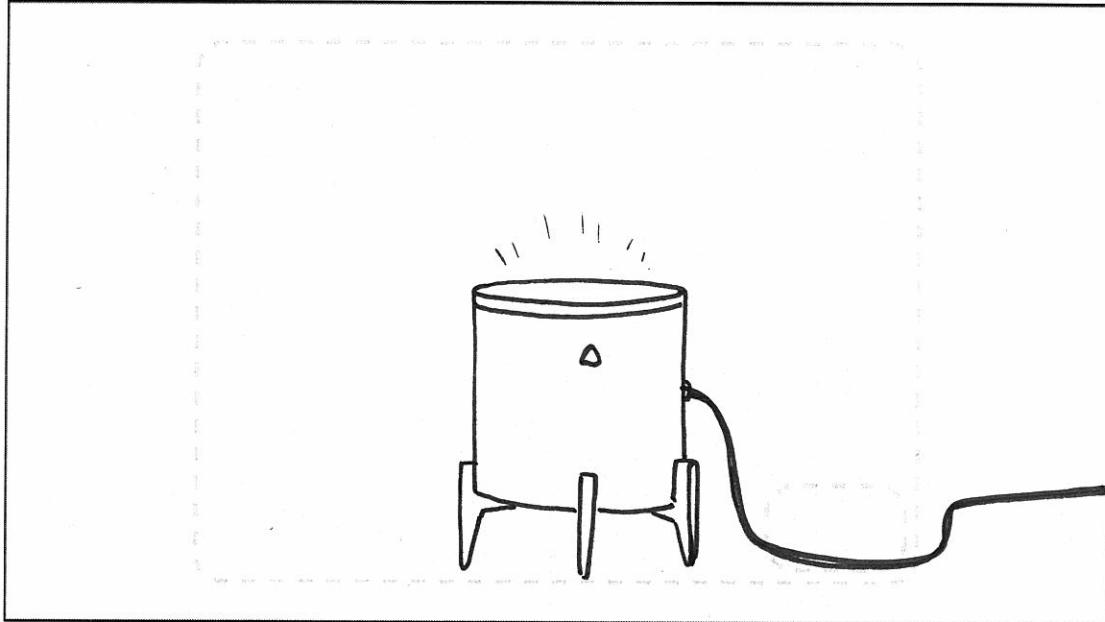
Sc.

Pnl. B

Bg.

day night

Page 112



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 113

Sc. 122

Pnl. C

Bg.

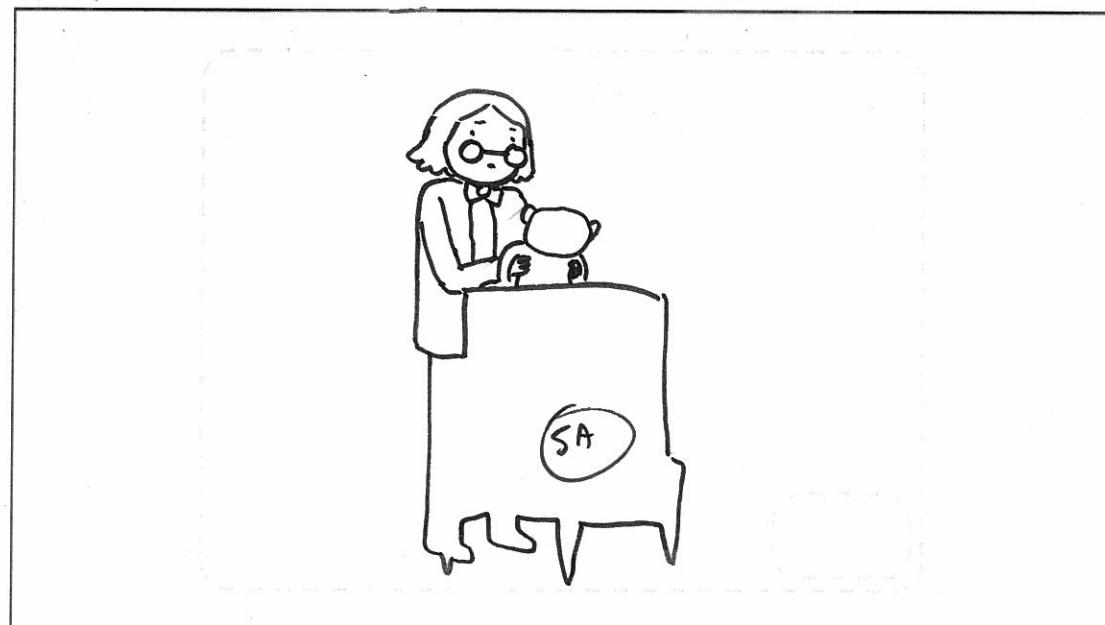
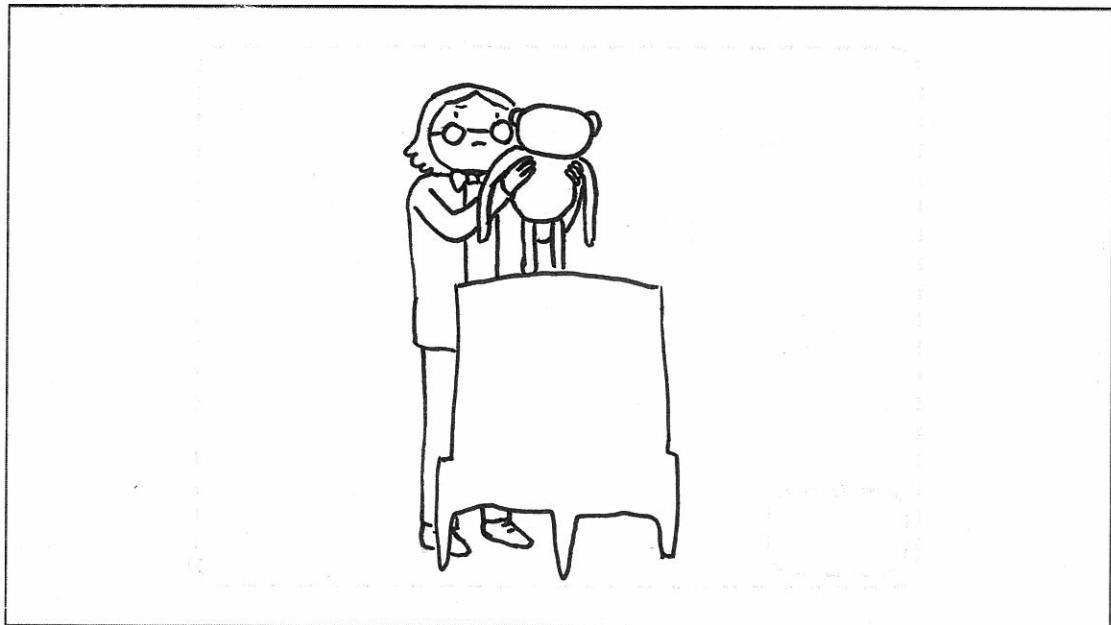
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 114

Sc. 122

Pnl. E

Bg.

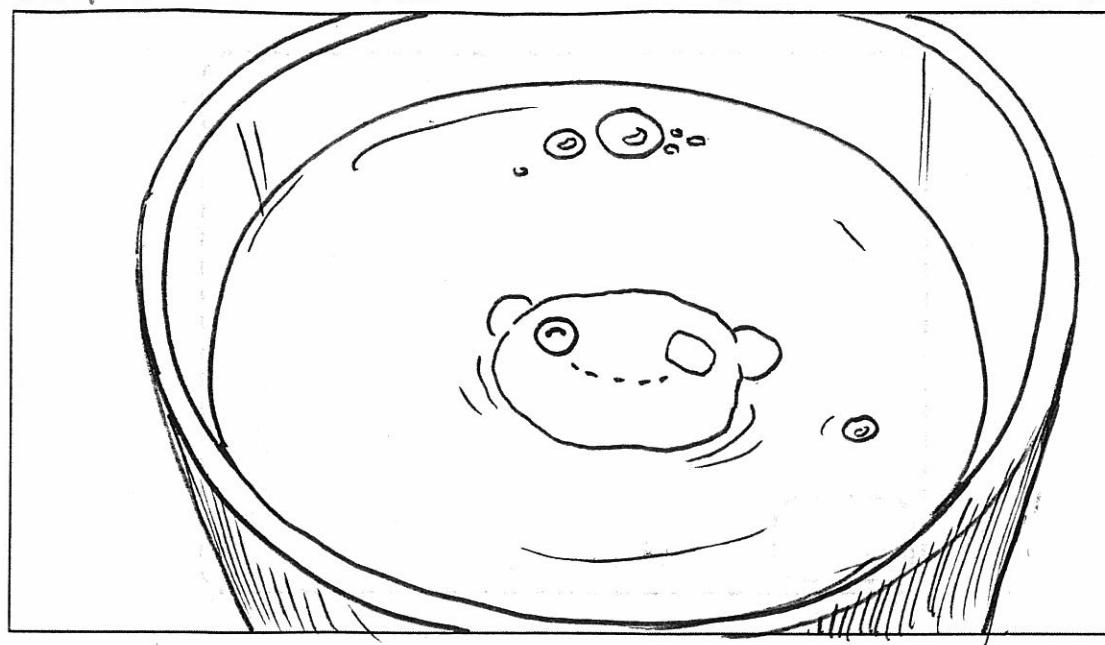
day night

Sc. 123

Pnl. A

Bg.

day night



Dialog:

Action:

Simon drops Hambo into vat . Hambo sinks into the liquid

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 115

Sc. 123

Pnl. B

Bg.

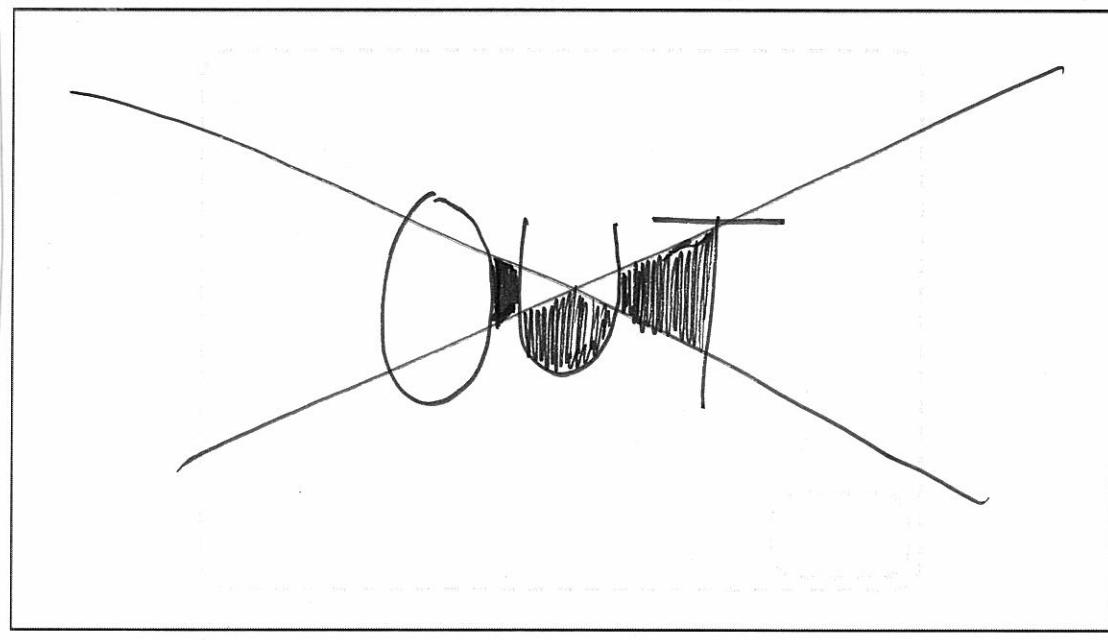
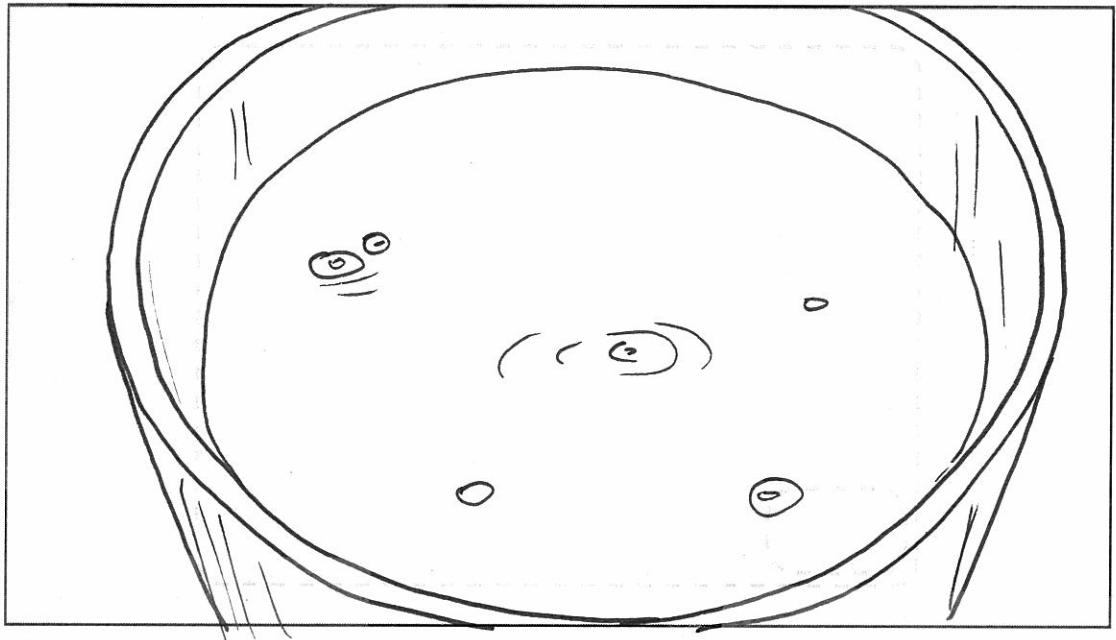
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



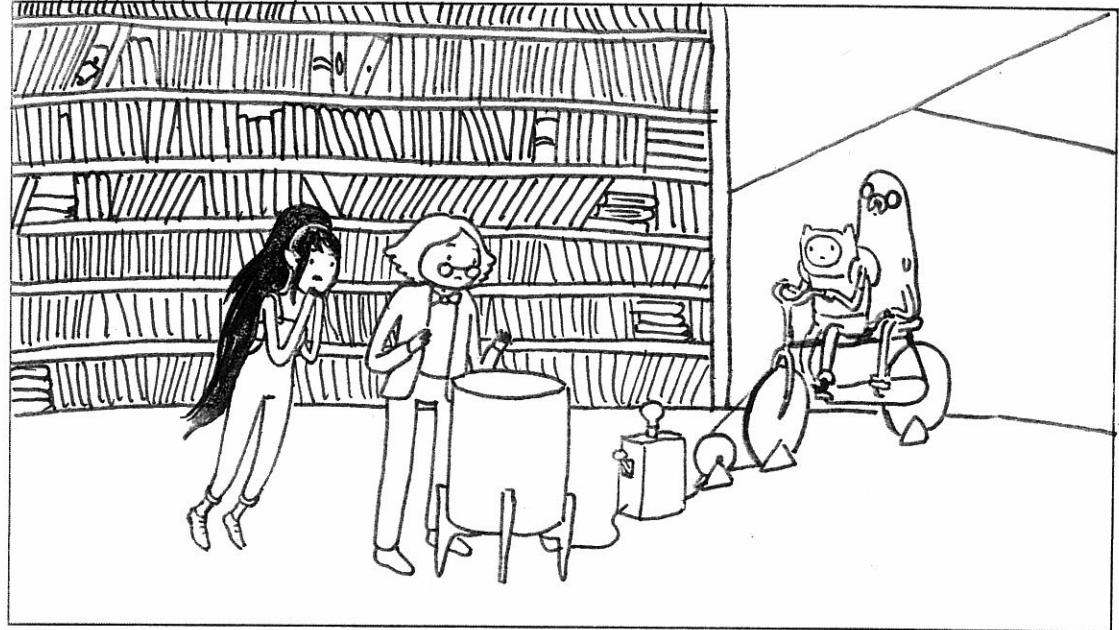
Page 116

Sc. 124

Pnl. A

Bg.

day night

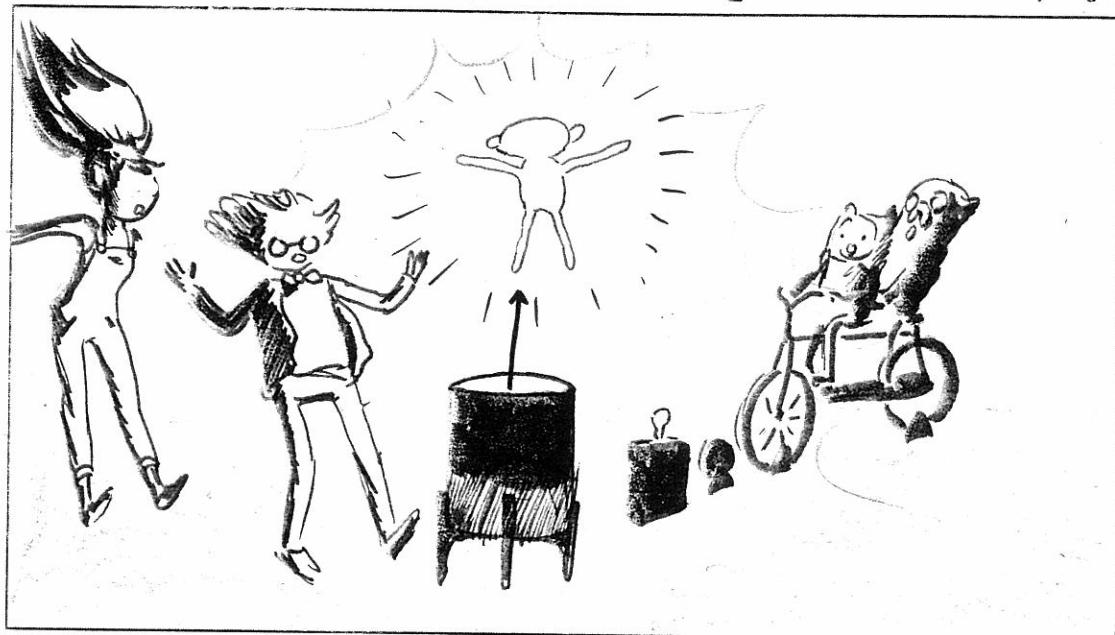


Sc.

Pnl. B

Bg.

day night



Dialog:

= BOOM =

Action:

Timing:

Production :

1014-155

ADVENTURE TIME



Page 117

Sc. 125

Pnl. A

Bg.

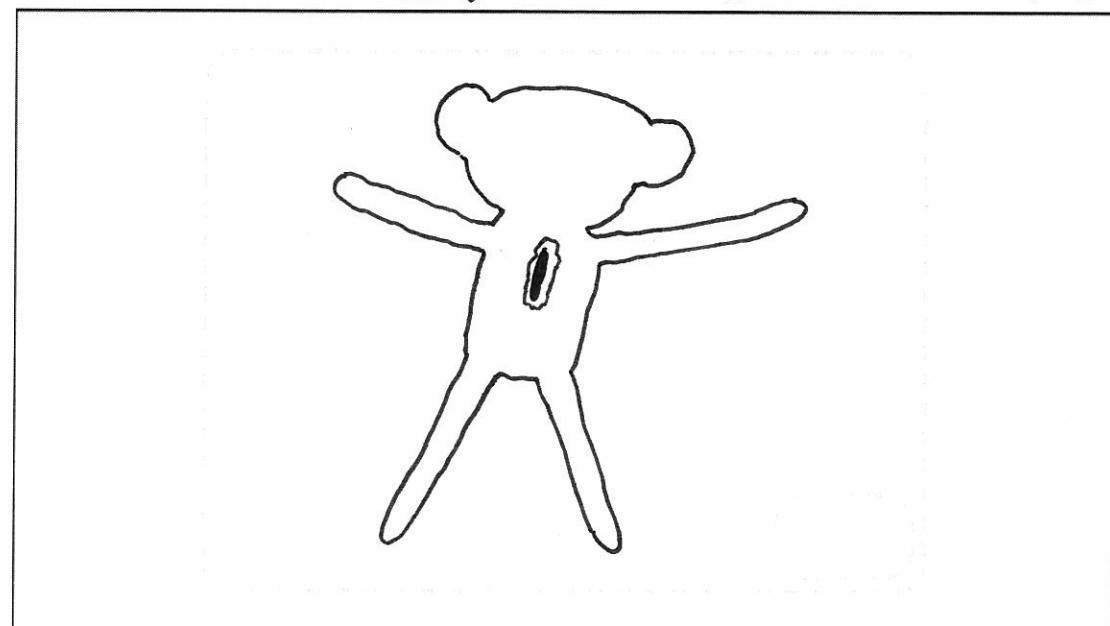
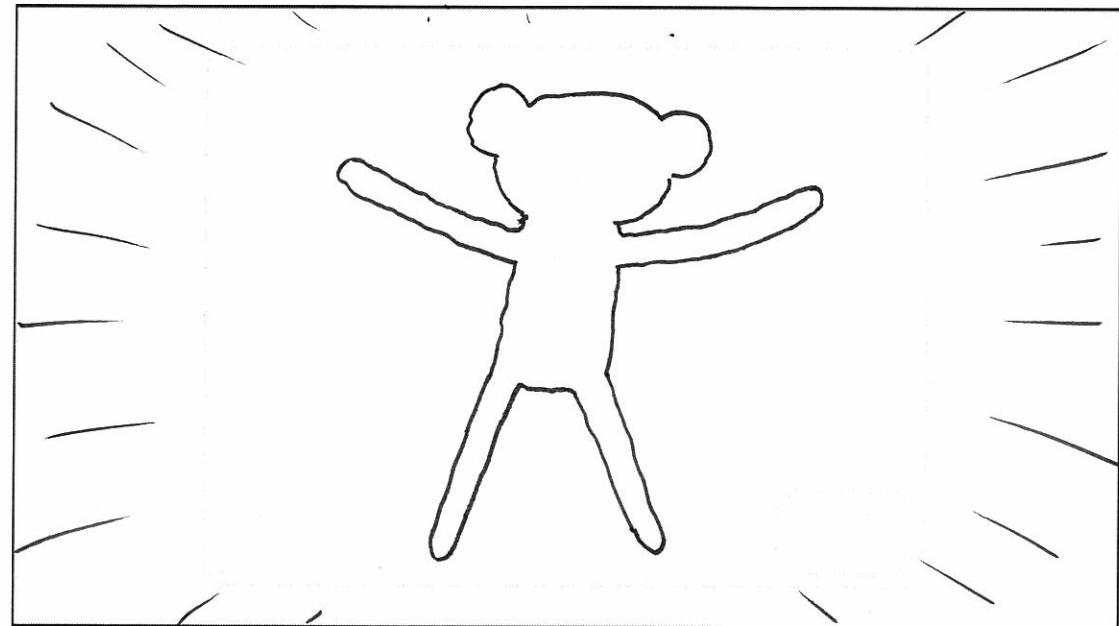
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Burning, glowing hambo shines brightly. hole opens

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 118

Sc. 125

Pnl. C

Bg.

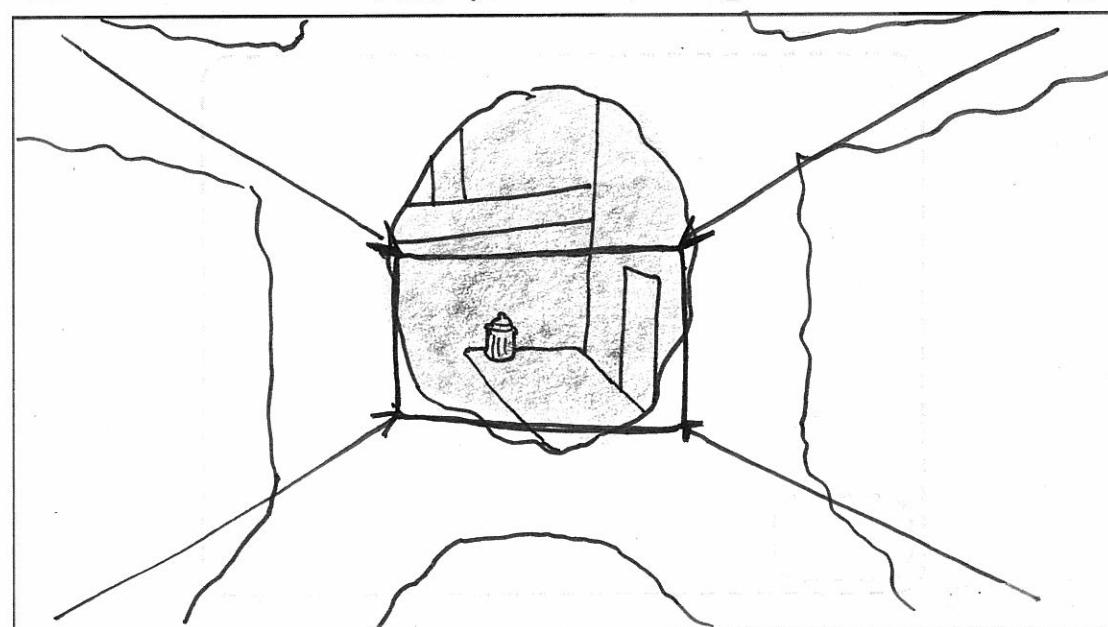
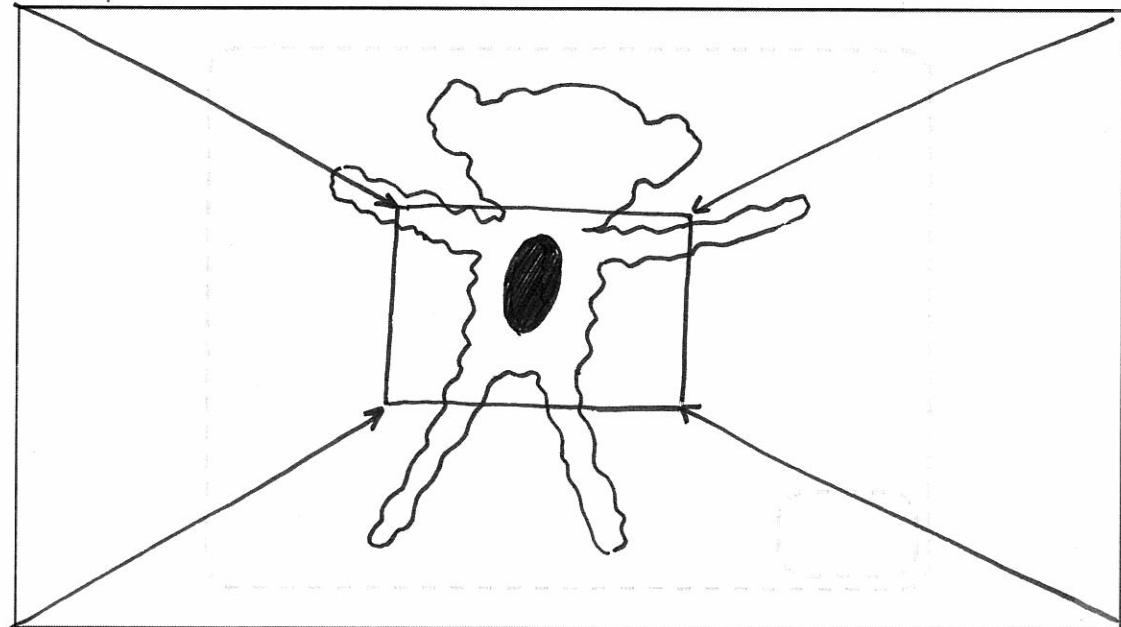
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Action:

hole opens . zoom in to darkened street in the past

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 119

Sc. 125

Pnl. E

Bg.

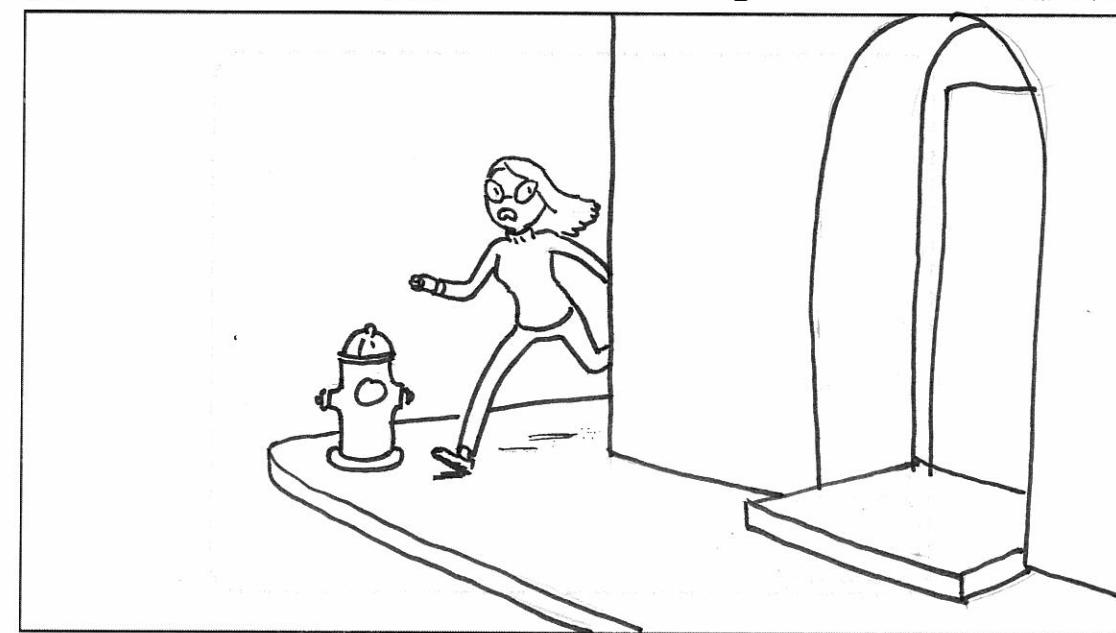
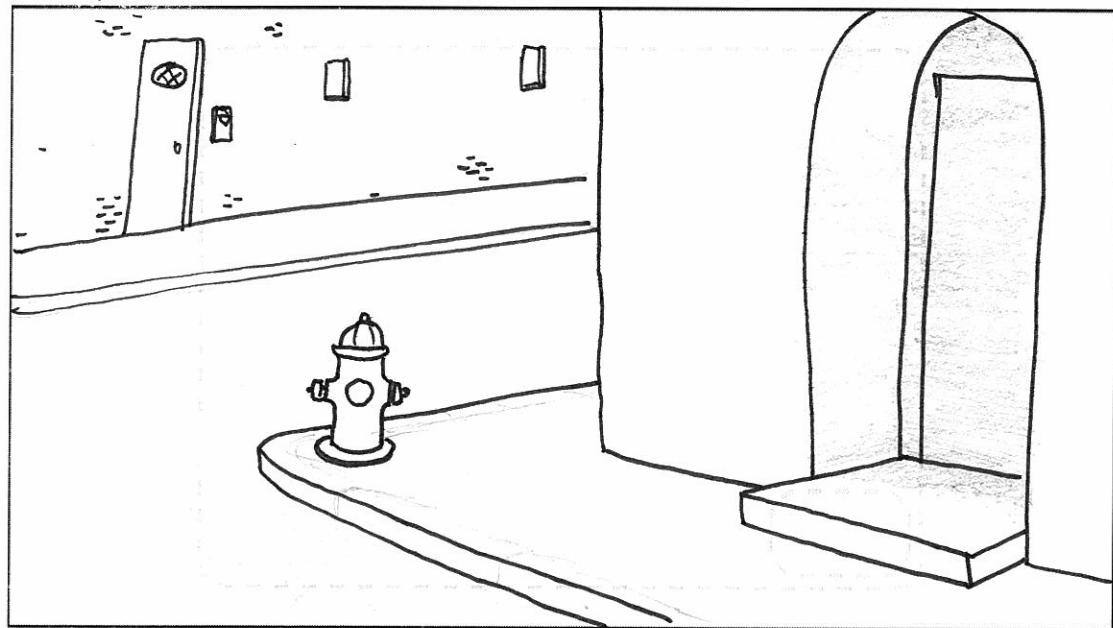
day night

Sc.

Pnl. F

Bg.

day night



Dialog:

(os) zap! ≈ running footsteps → ≈
(ice king sfx)

Action:

Betty runs around corner

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 120

Sc. 125

Pnl. L

Bg.

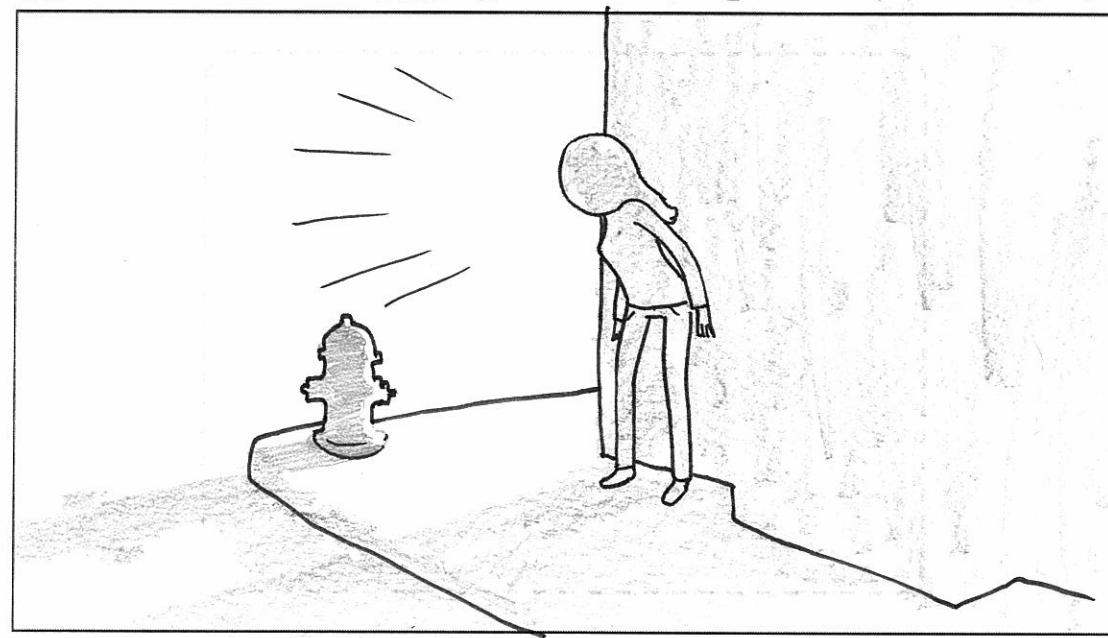
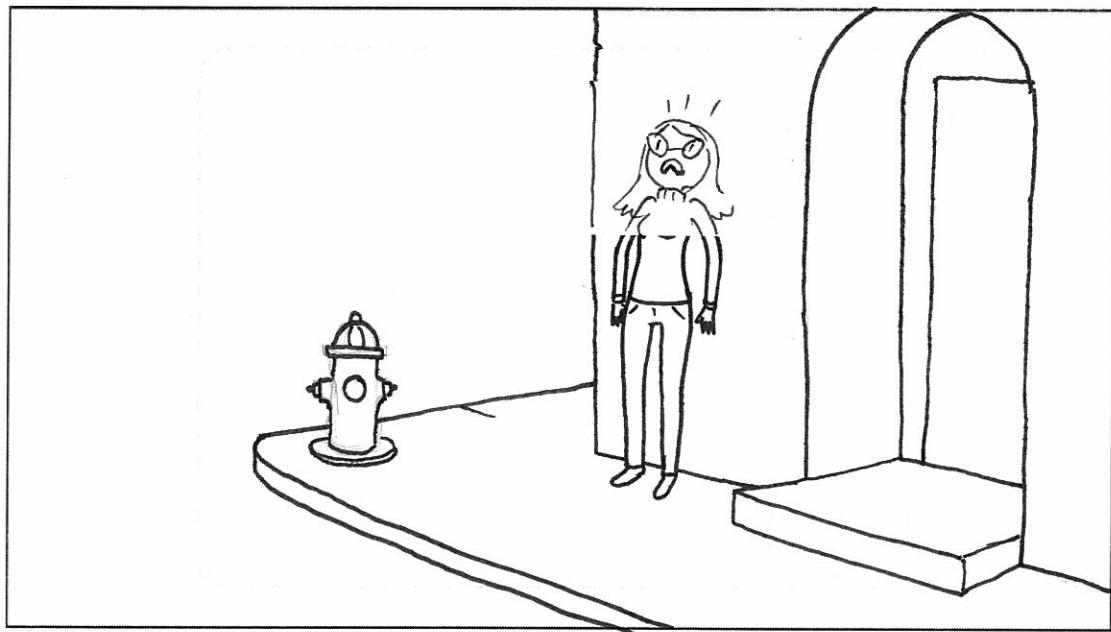
day night

Sc.

Pnl. H

Bg.

day night



Dialog:

Sfx ZAP!

Action:

Betty presses herself against the wall

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 121

Sc. 126

Pnl. A

Bg.

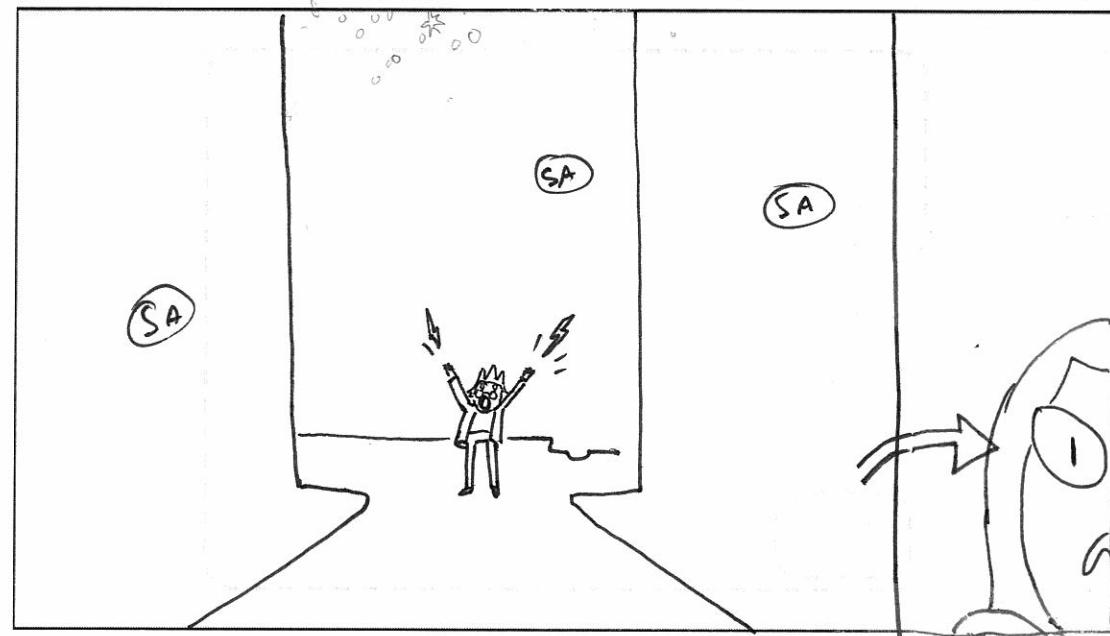
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

IK / SIMON

Where's my Betty!

IK

Where's my princess?!

Action:

simon / ice king ice zap .

Timing:

Production :

1014-155

ADVENTURE TIME



Page 127

Sc. 127

Pnl. A

Bg.

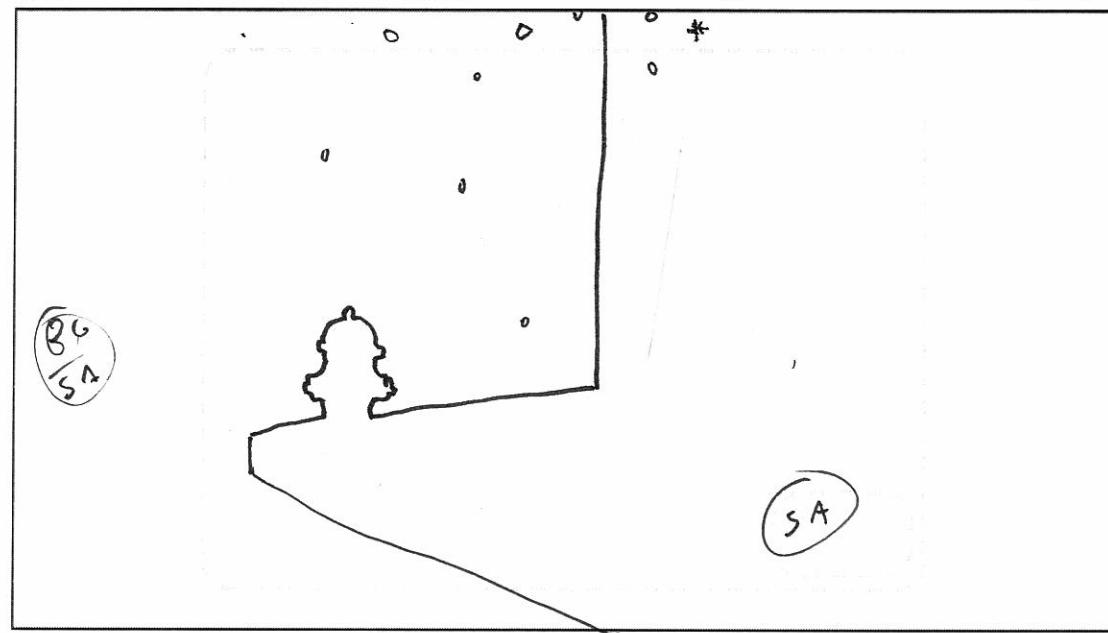
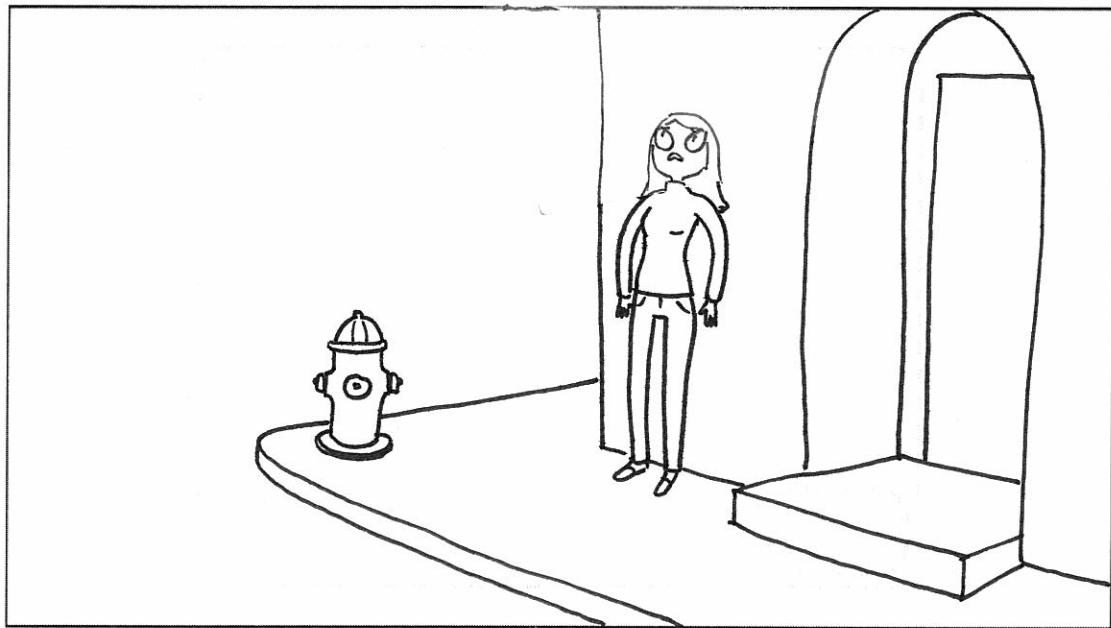
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

snow begins to fall

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 123

Sc. 127

Pnl. C

Bg.

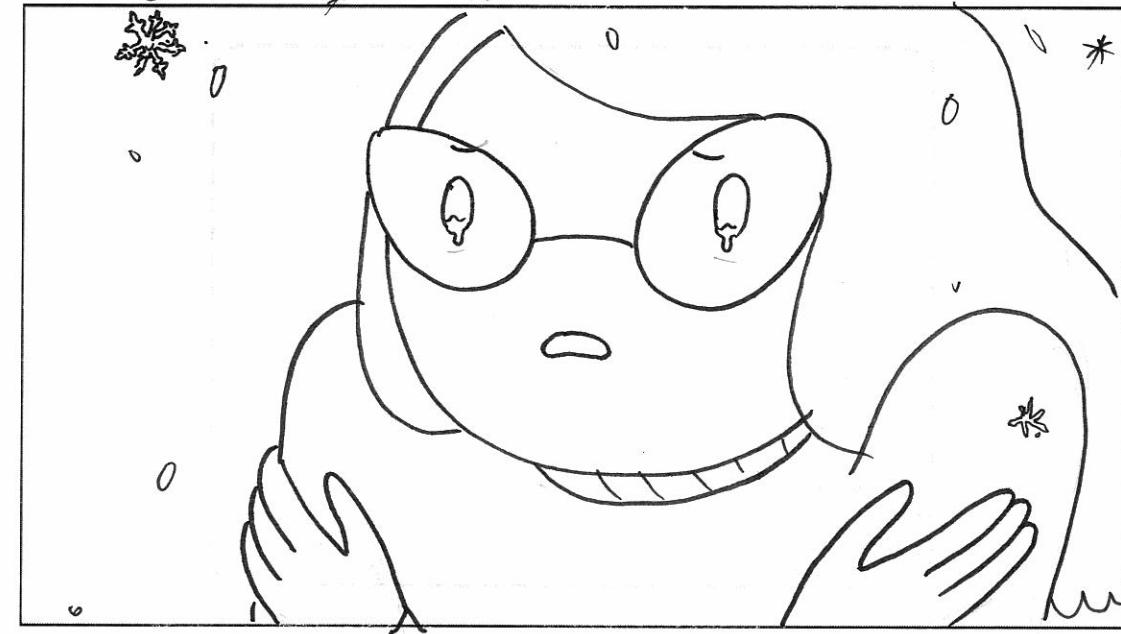
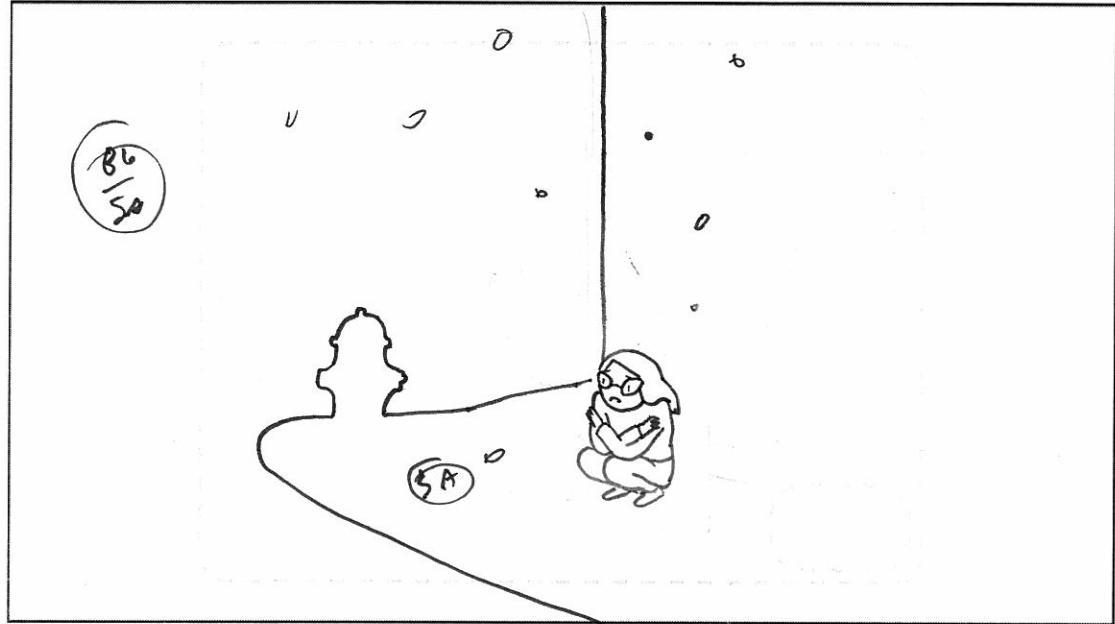
day night

Sc. 128

Pnl. A

Bg.

day night



Dialog:

(1) (os) PRINCESSSSSSS !!!

(B) ① Simon... ② don't leave me like this...

Action:



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME

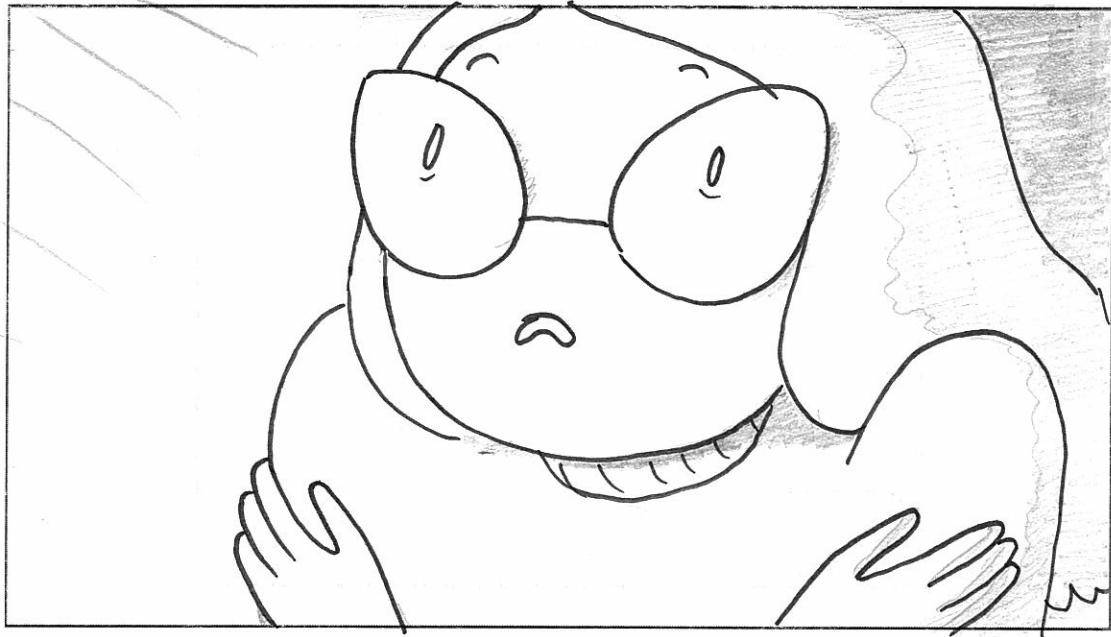


Sc. 128

Pnl. B

Bg.

day night

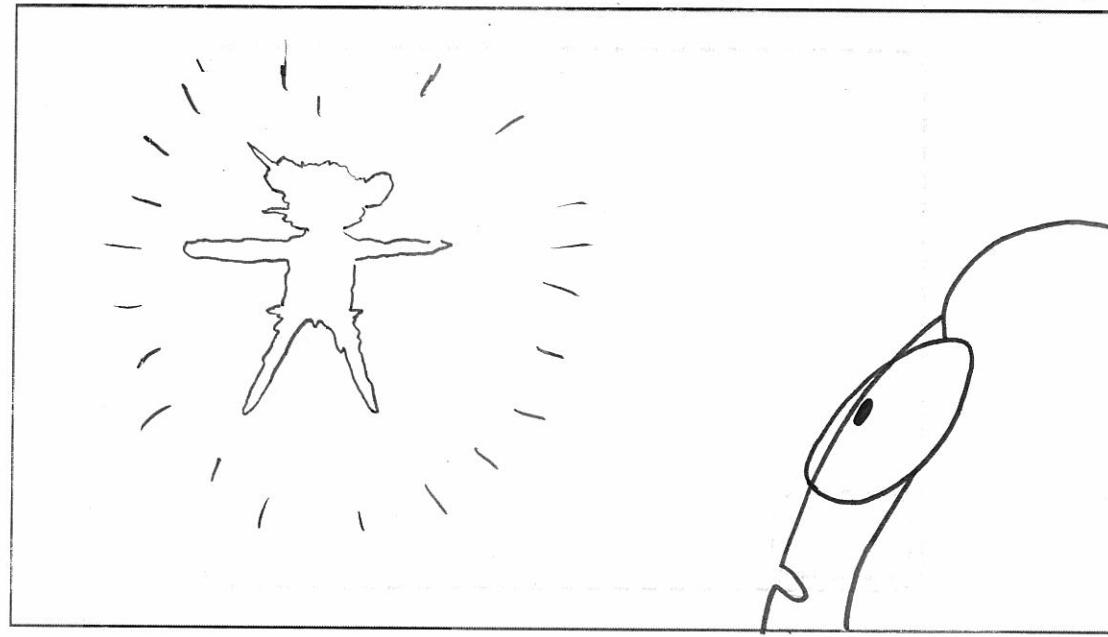


Sc. 129

Pnl. A

Bg.

day night



Dialog:

(S) (os) Betty -

(S) B —
(voice Distant, echo chamber-y)

Action:

WARM LIGHT SHINES ON BETTY

radiant window of light appears
in the shape of hambo

Timing:

Production :

1014-155

Page 124

EPISODE #

ADVENTURE TIME



Page 125

Sc. 129

Pnl. 8

Bg.

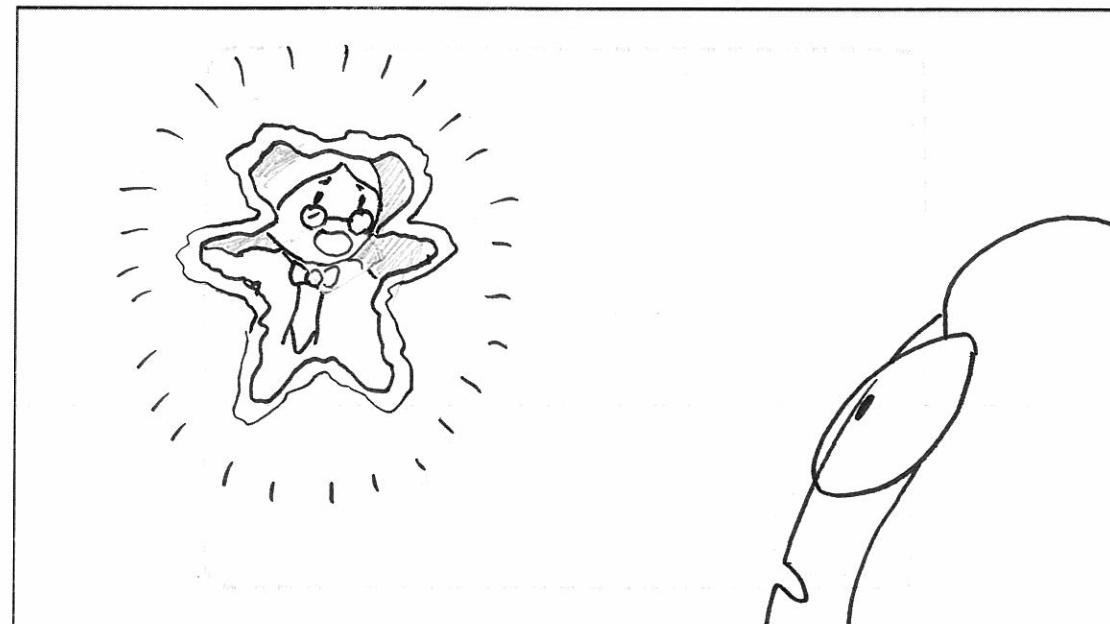
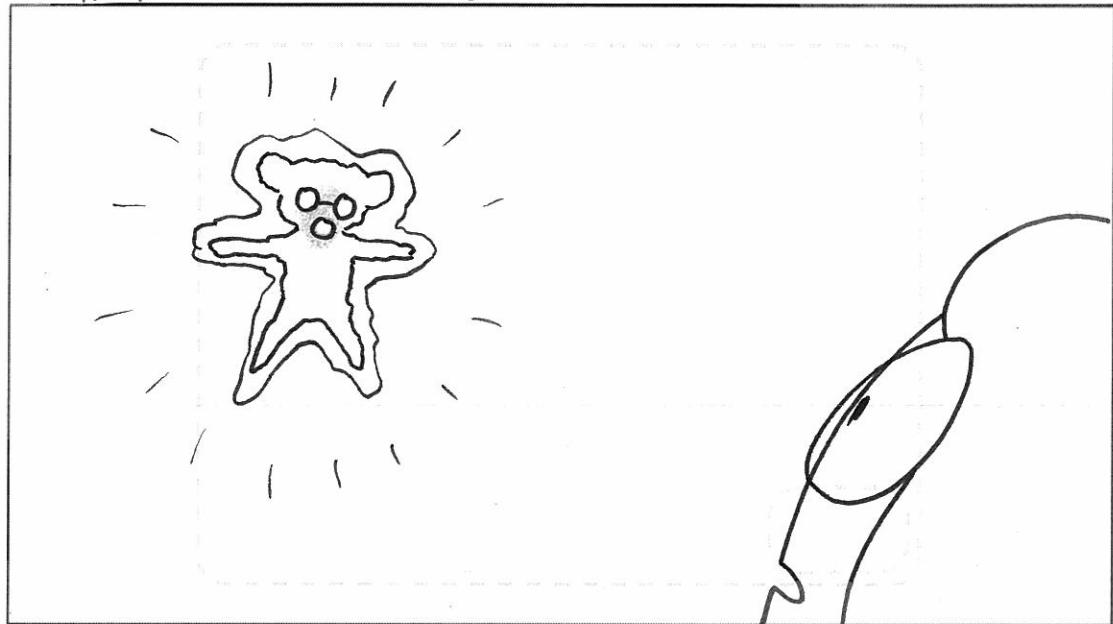
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

(S) Betty!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 126

Sc. 130

Pnl. A

Bg.

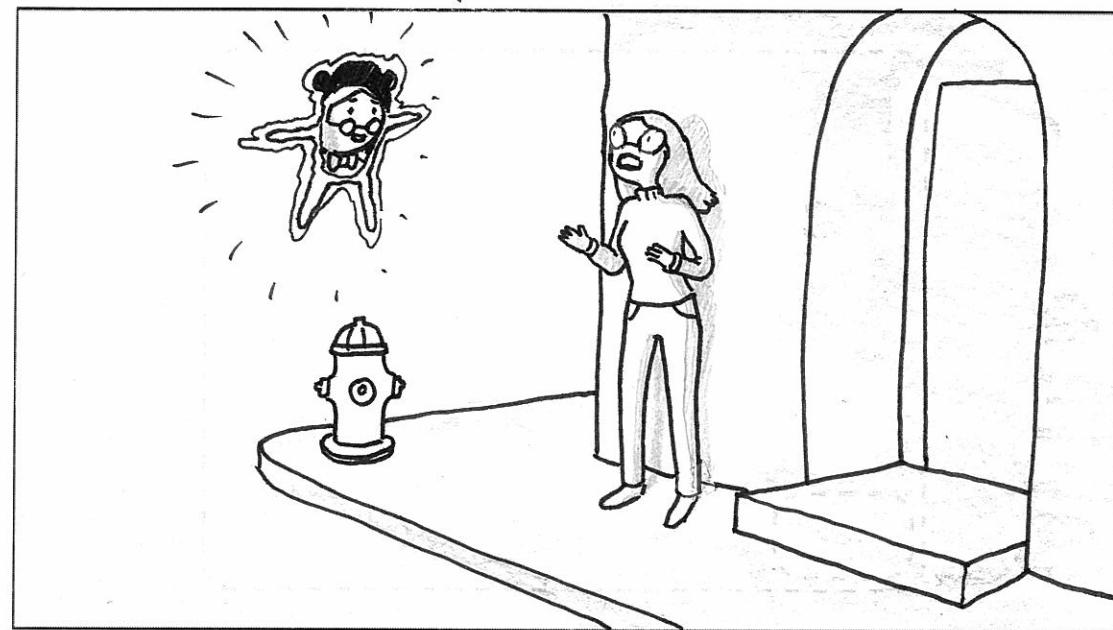
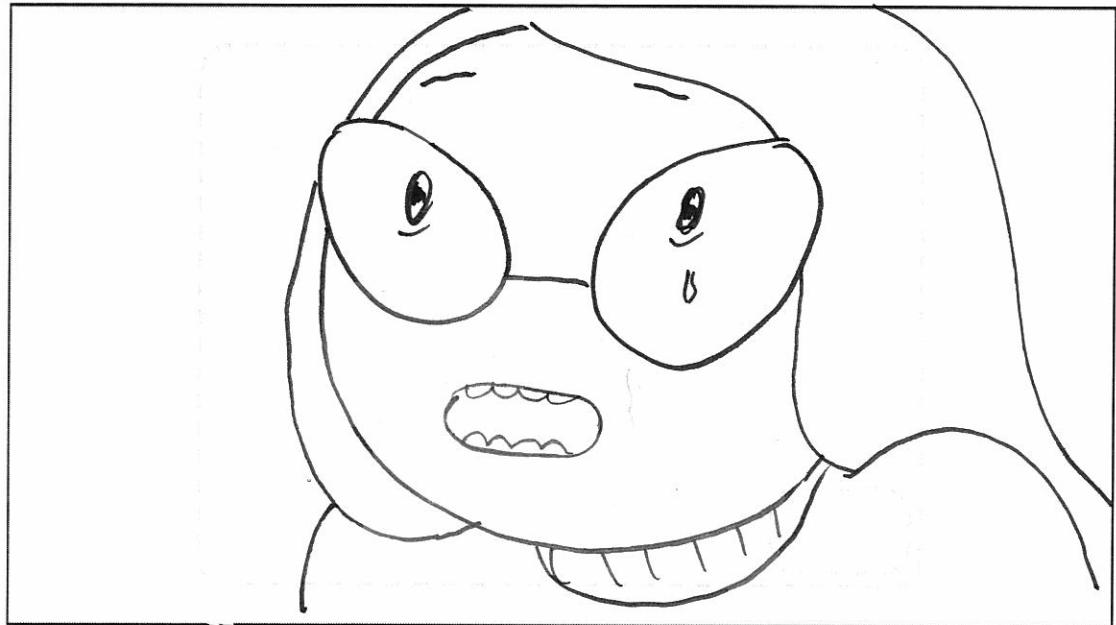
day night

Sc. 131

Pnl. A

Bg.

day night



Dialog:

(B) Simon ?!!

(B) What is going on?

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



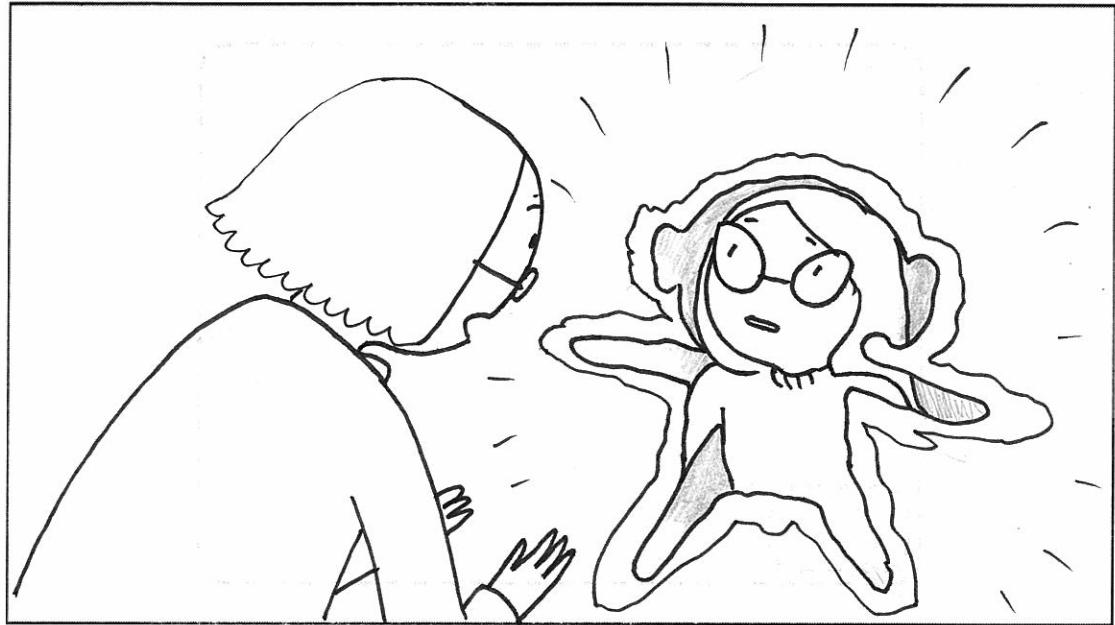
Page 127

Sc. 132

Pnl. A

Bg.

day night

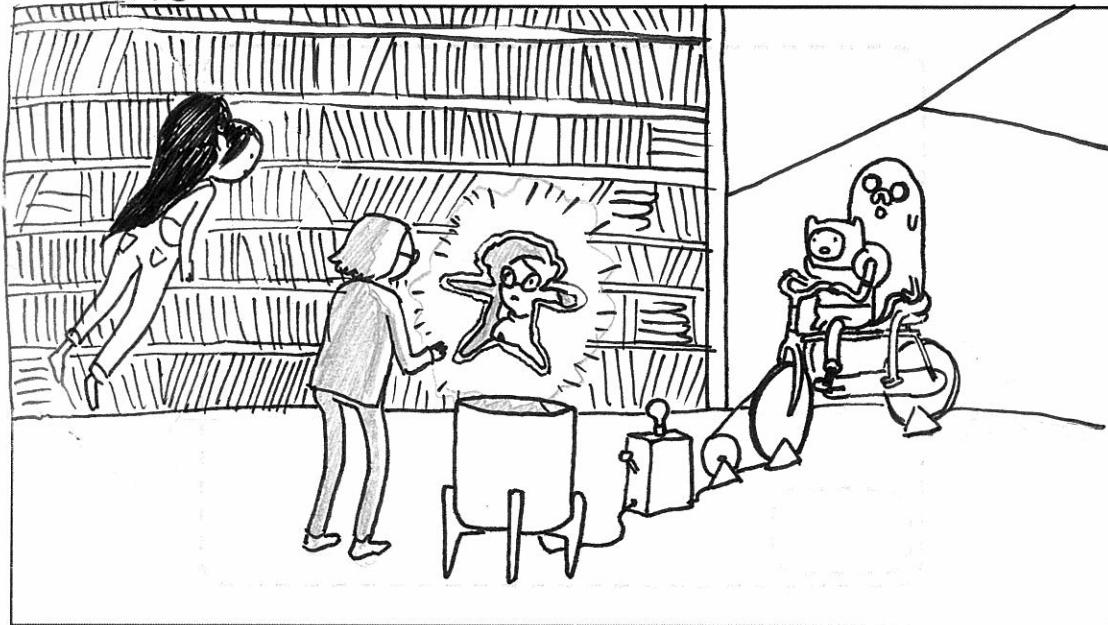


Sc. 133

Pnl. A

Bg.

day night



Dialog:

(S) I'm a thousand years in the future, love! (S) I opened this portal so we could say goodbye.

Action:

~~reach~~

Portal floats above cauldron like 2-d window
halo of light surrounds it.

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 128

Sc. 134

Pnl. A

Bg.

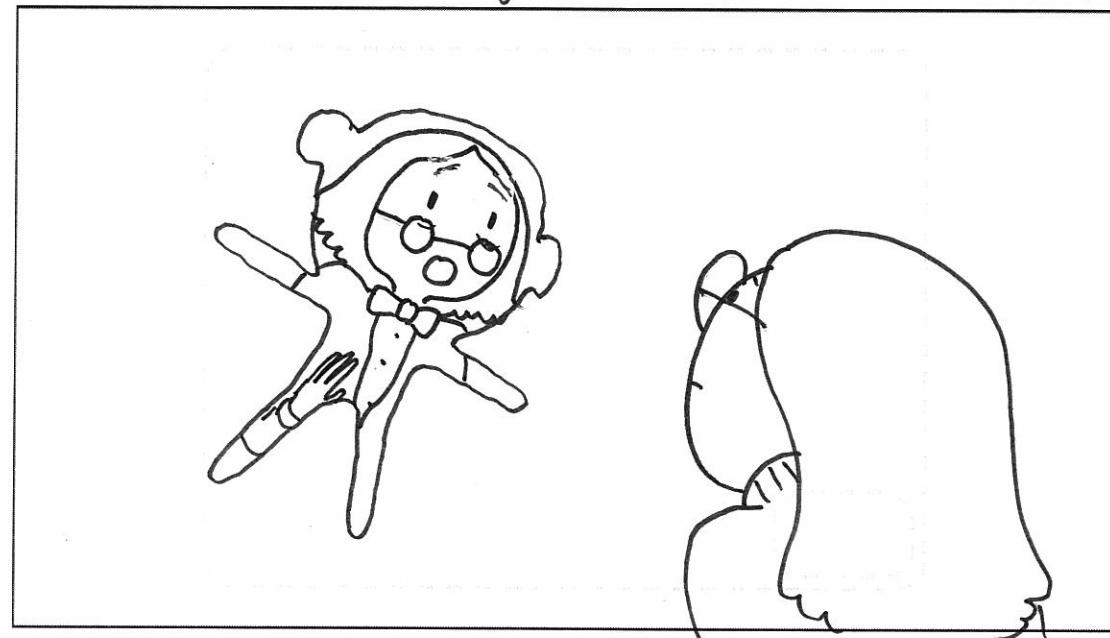
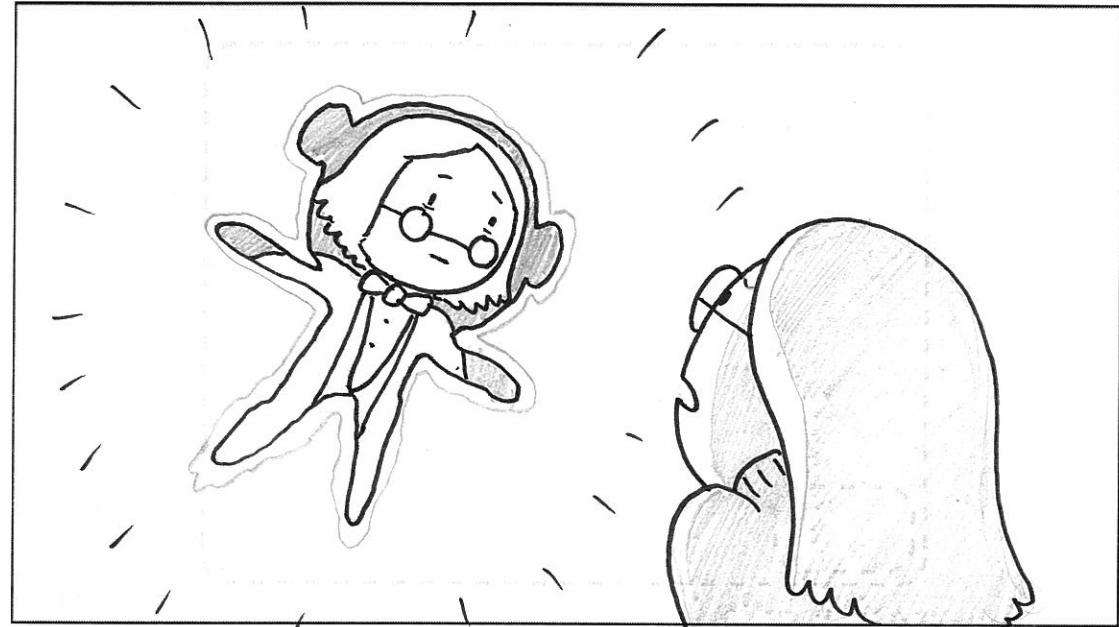
day night

Sc.

Pnl. B

Bg.

day night



Dialo

(B) GOODBYE! you're Dumping me??

(S) NO! it's just that everything
changed after I put on that crown

Action:



Timing:

EPIISODE #

Production :

1014-155

ADVENTURE TIME



Page 129

Sc. 135

Pnl. A

Bg.

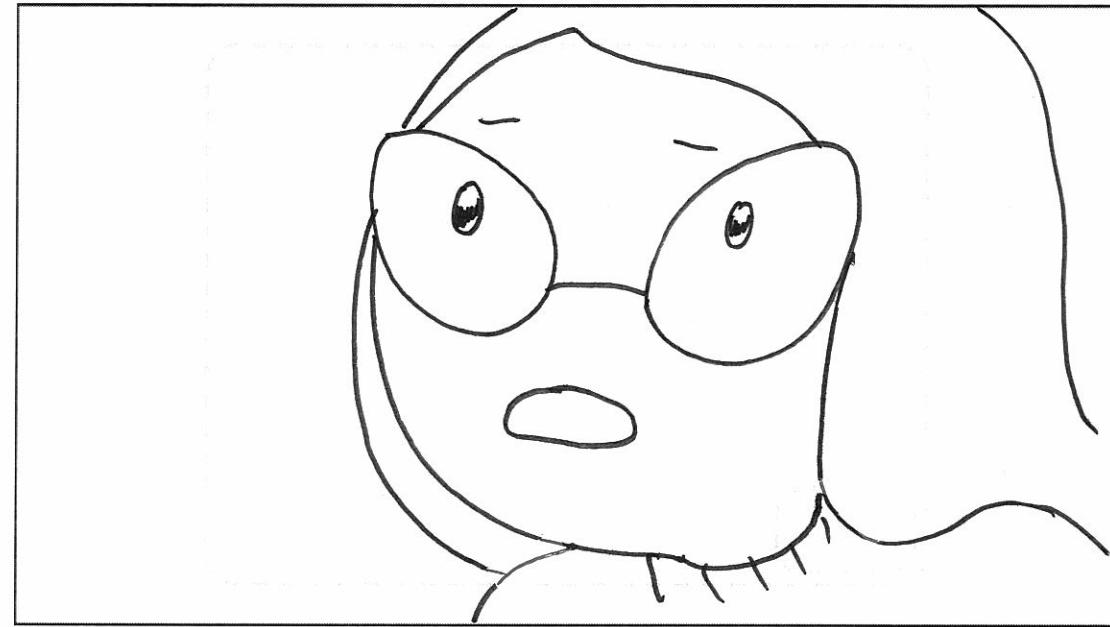
day night

Sc. 136

Pnl. A

Bg.

day night



Di (S) I went crazy. You ran away. (2) I never saw you again. (B) BUT.. Where would I go without you?

Action:



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 137

Pnl. A

Bg.

day night



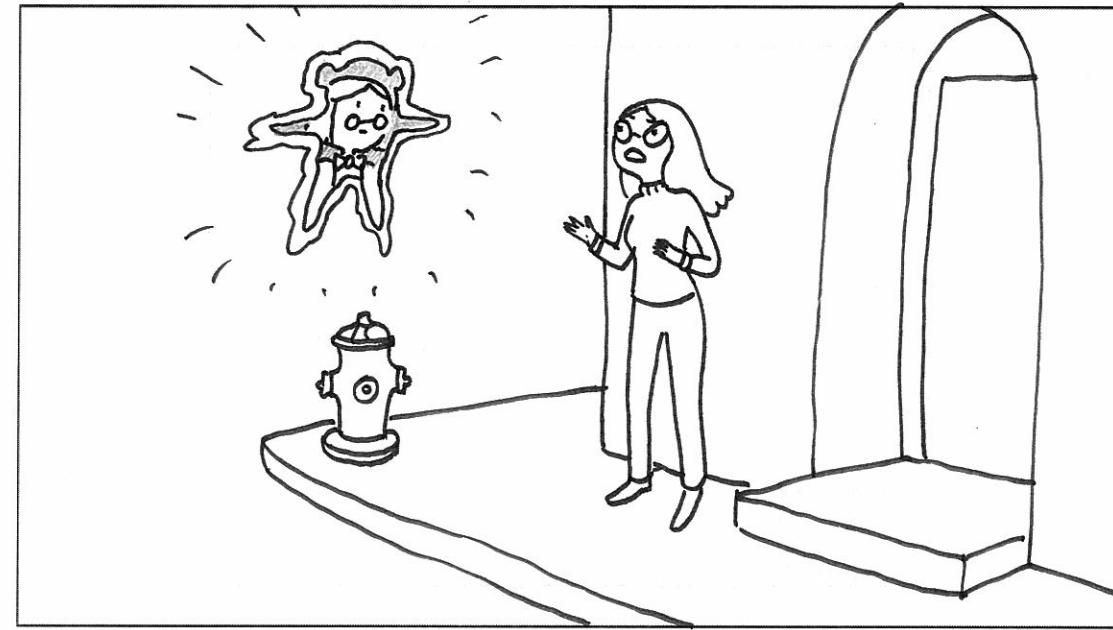
Sc. 138

Pnl. A

Bg.

Page 130

day night



Dialog:

(S) I'll never know.

(B) I don't understand. You don't seem crazy now!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 13)

Sc. 138

Pnl. B

Bg.

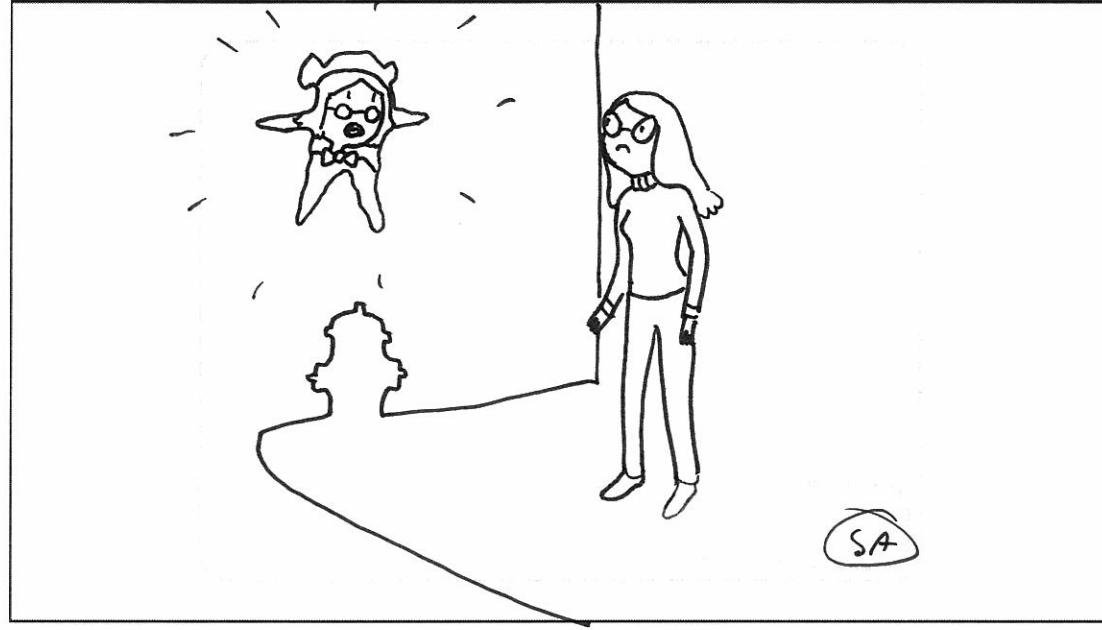
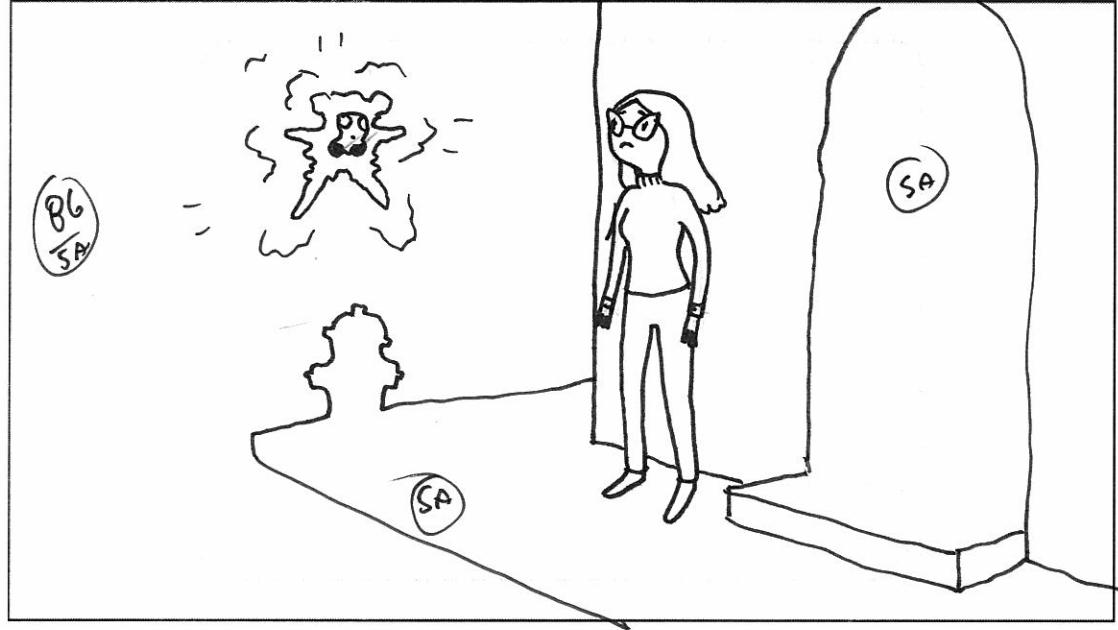
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

SFX (Bzzz bip bip -!)

⑤ The portal is closing - there's no time to explain

Action:

portal quivers, gets smaller, then goes back to previous size



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 132

Sc. 138

Pnl. D

Bg.

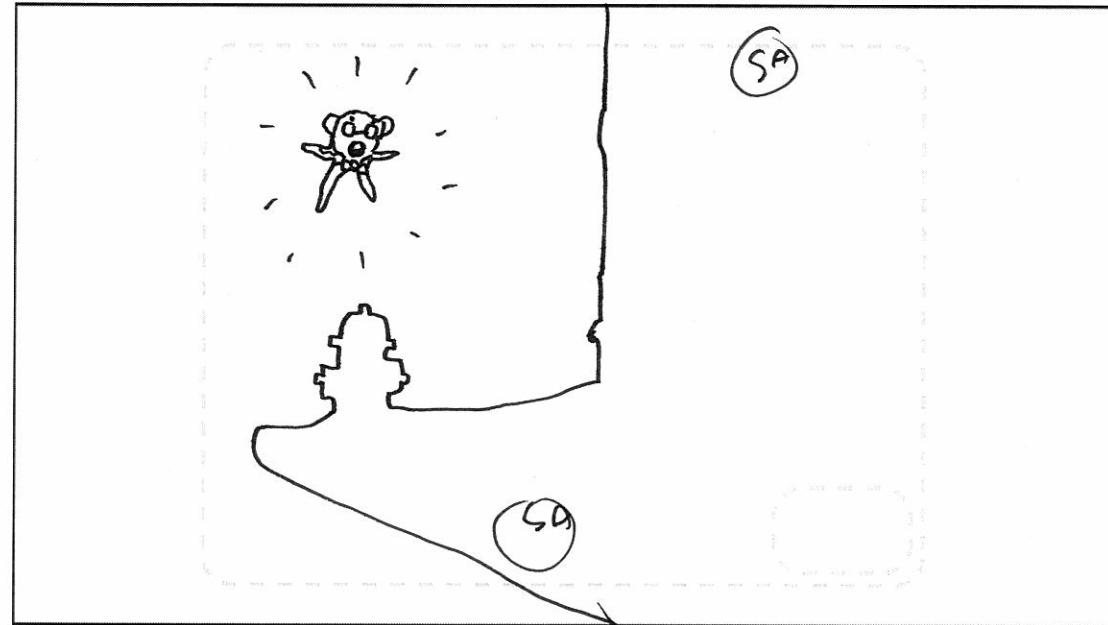
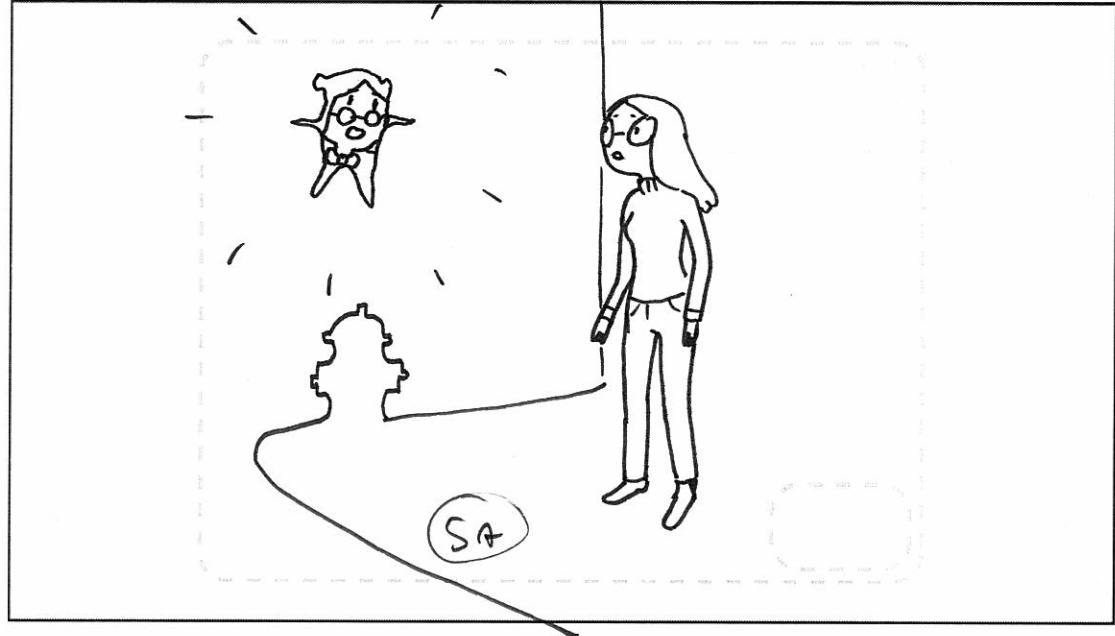
day night

Sc.

Pnl. E

Bg.

day night



Dialog:

(S) Just know that I love you

(S) and I forgive you for leaving me

Action:

portal shrinking

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 133

Sc. 138

Pnl. F

Bg.

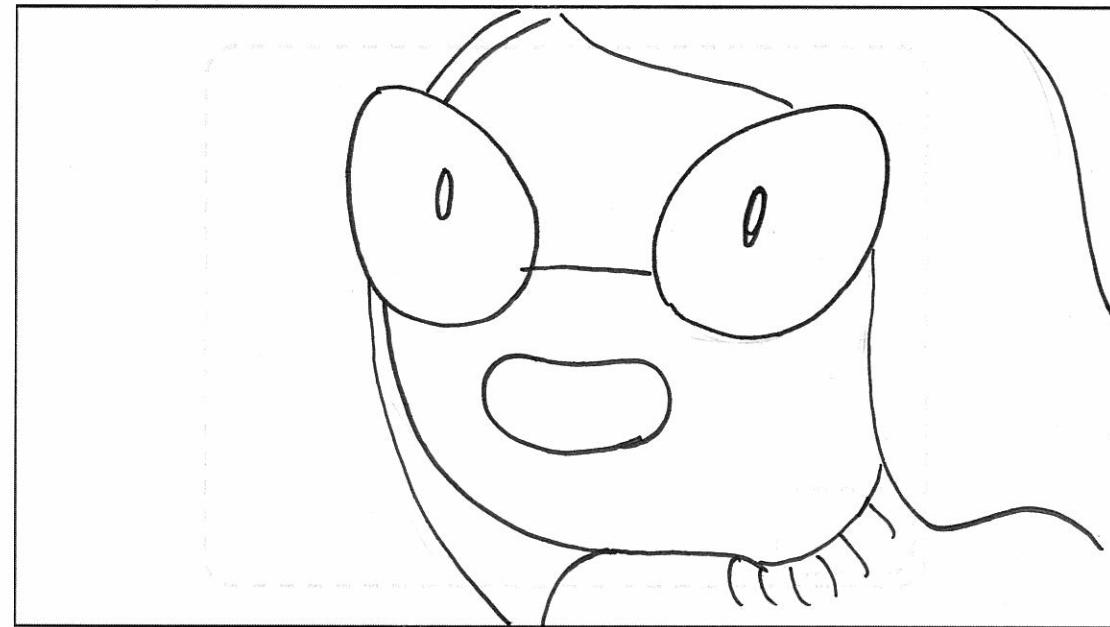
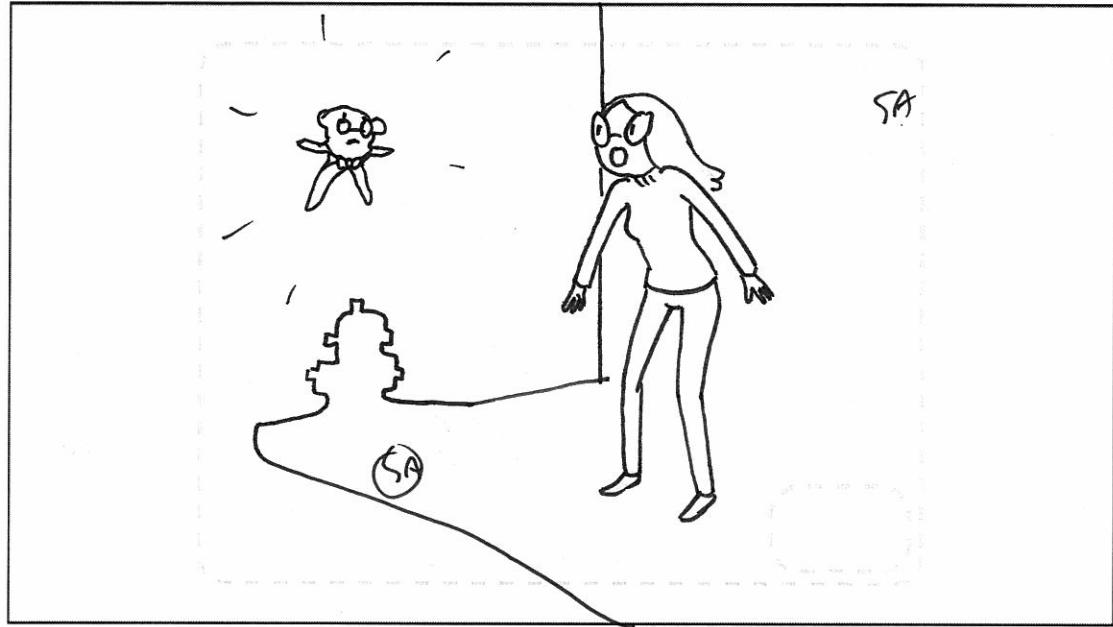
day night

Sc. 139

Pnl. A

Bg.

day night



Dialog:

(B) Simon!

(B) I know who I'm leaving you for !

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 134

Sc. 140

Pnl. A

Bg.

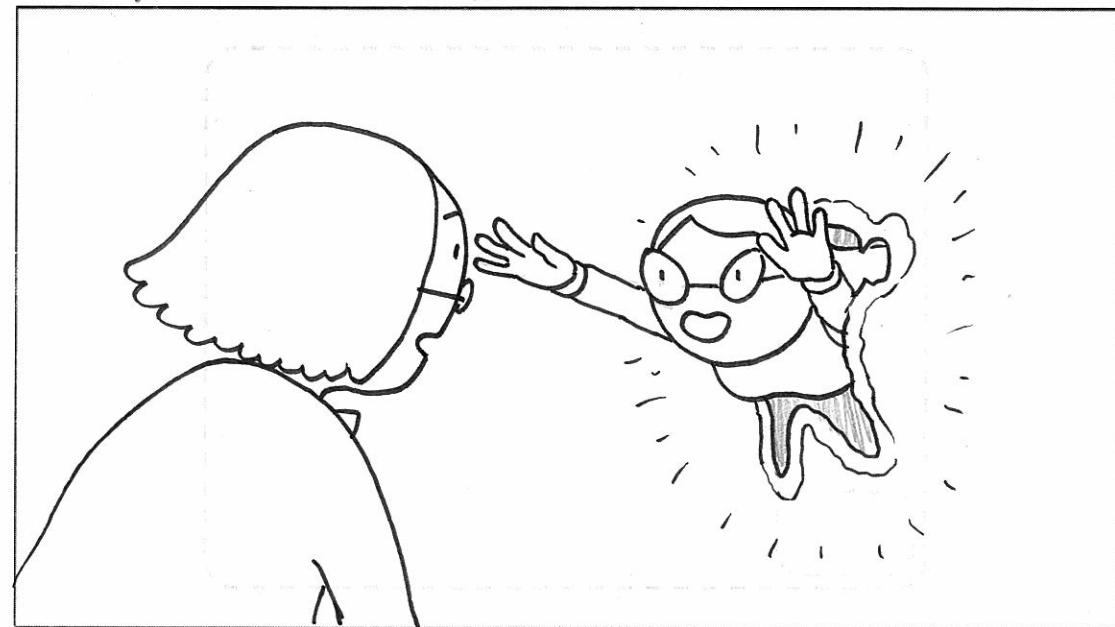
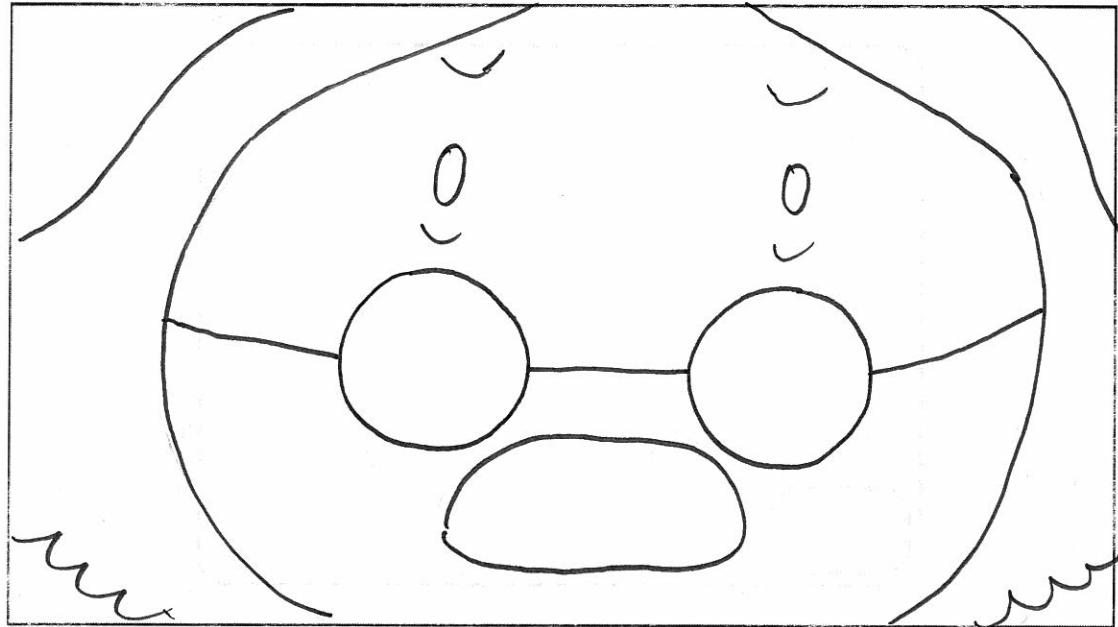
day night

Sc. 141

Pnl. A

Bg.

day night



Dialog:

(S) What? Who!!

(B) You, Dum dum!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 135

Sc. 141

Pnl. B

Bg.

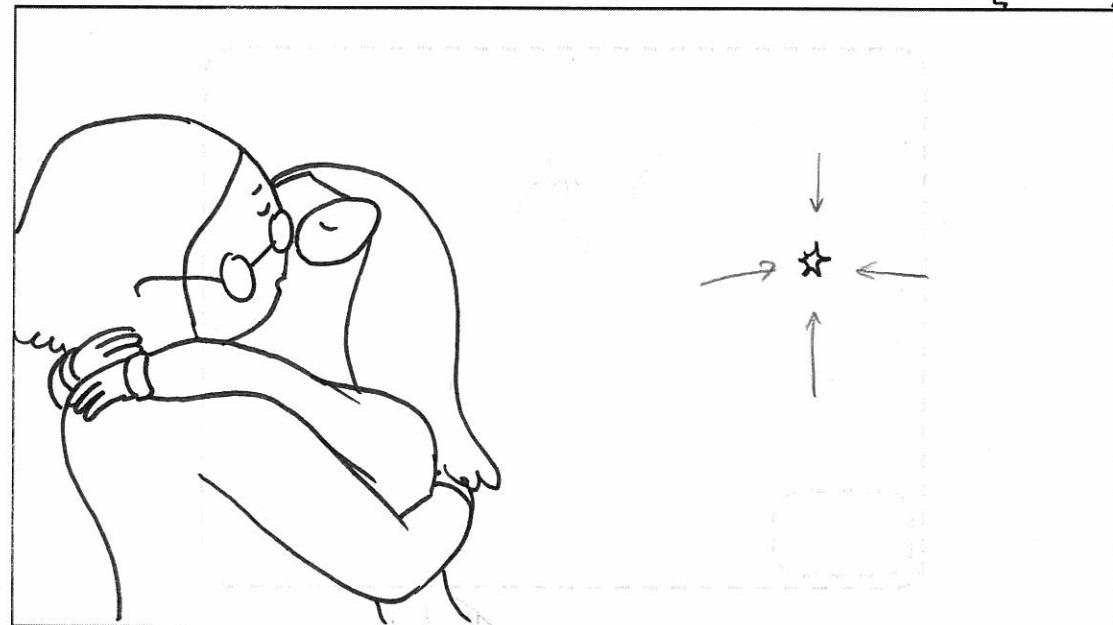
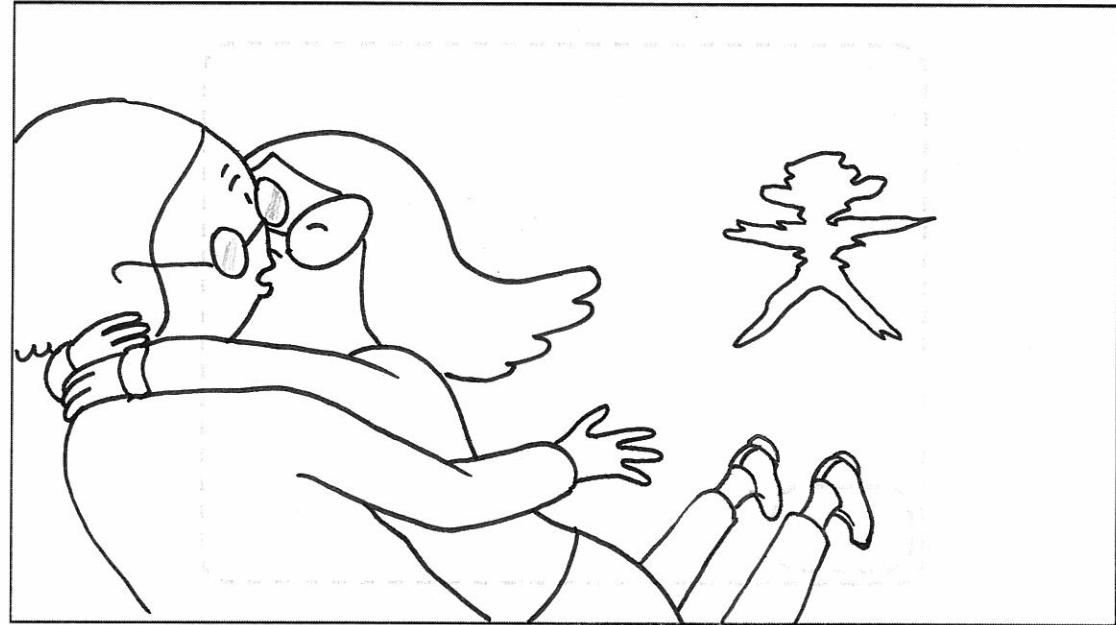
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 136

Sc. 141

Pnl. D

Bg.

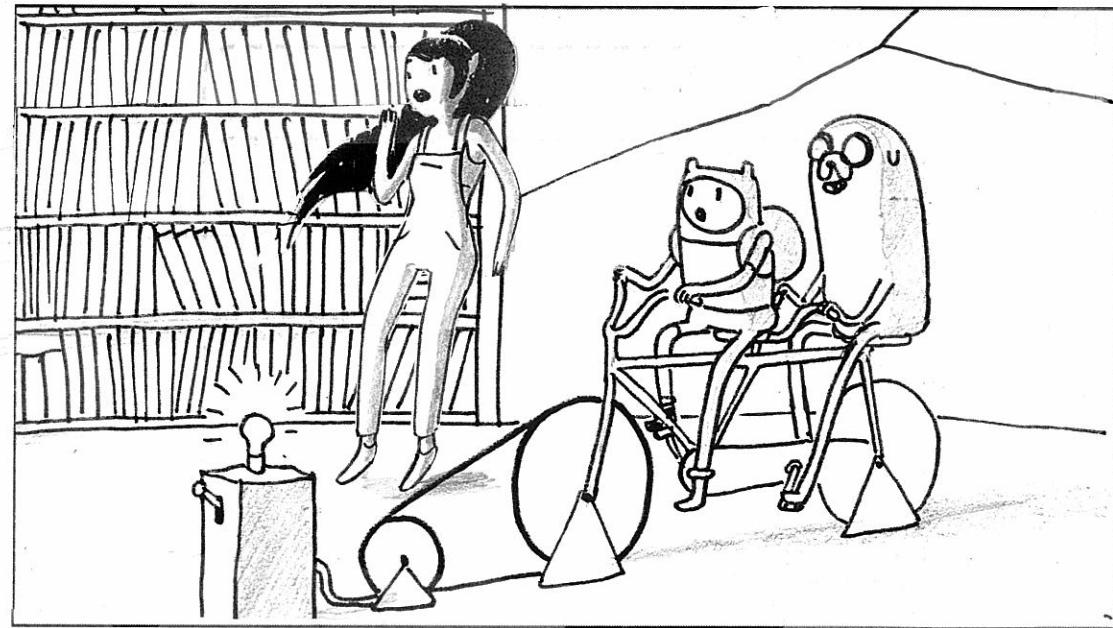
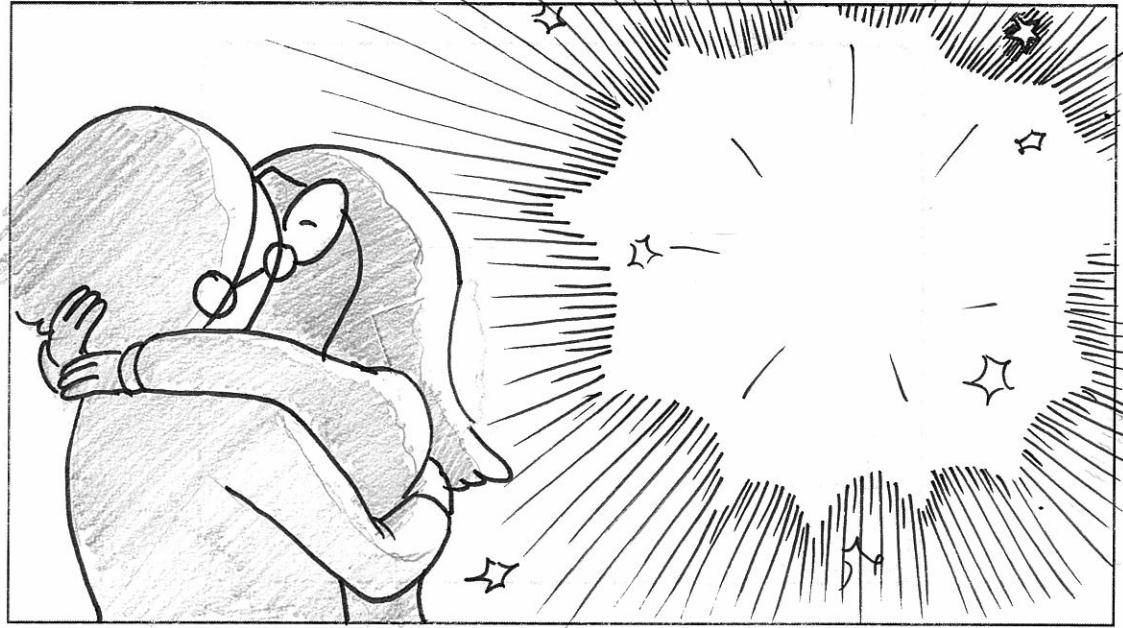
day night

Sc. 142

Pnl. A

Bg.

day night



Dialog:

Action:

Portal closes and explodes

F, J, M look on as the explosion lights
the room

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 137

Sc. 143

Pnl. A

Bg.

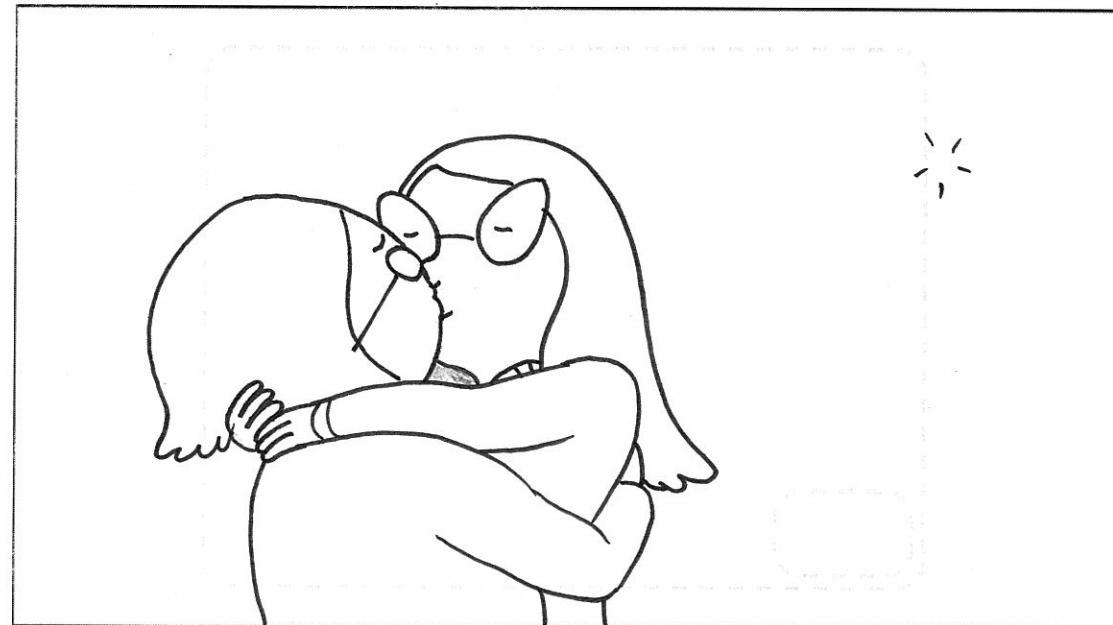
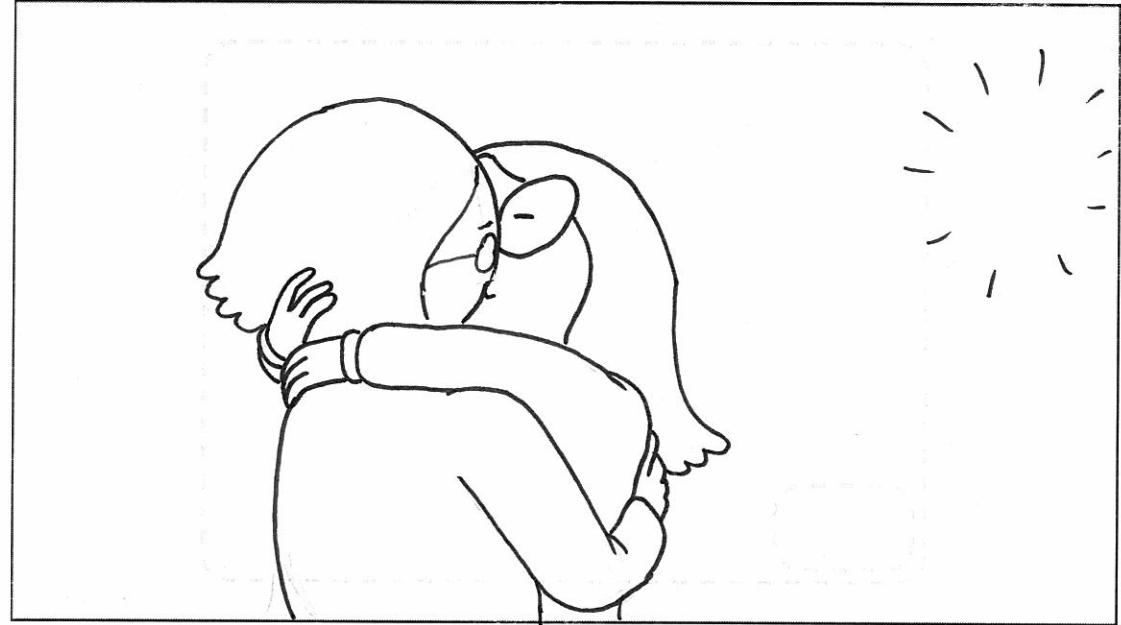
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(sfx) (smooching →)

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 138

Sc. 143

Pnl. C

Bg.

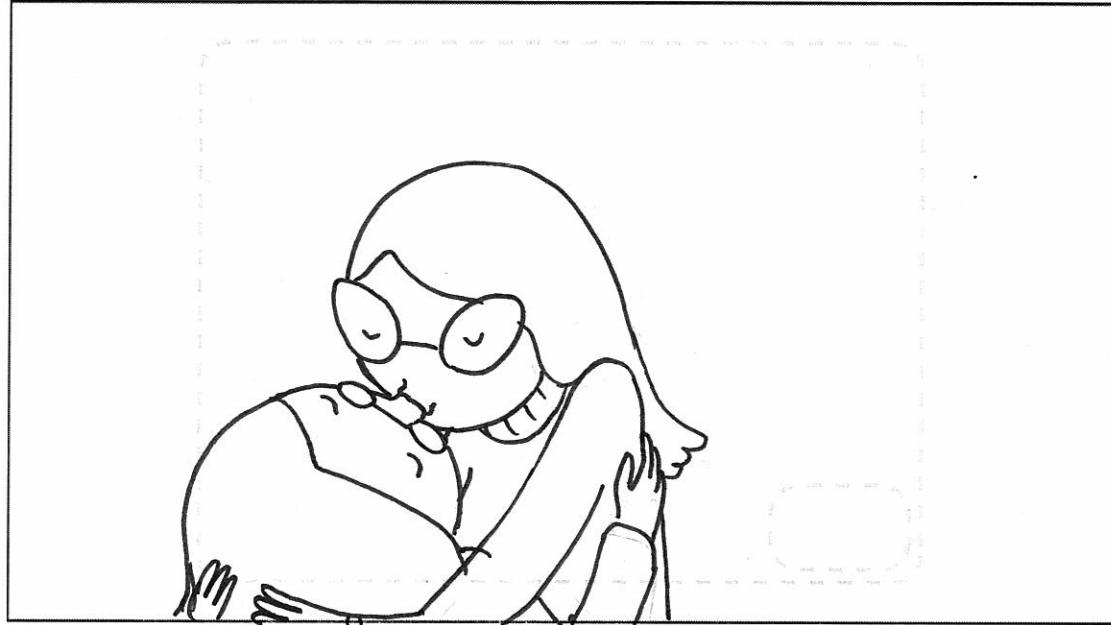
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

(B) m mm

m mm ?

out

out

Action:

Simon goes slack and falls out of frame

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 139

Sc. 144

Pnl. A

Bg.

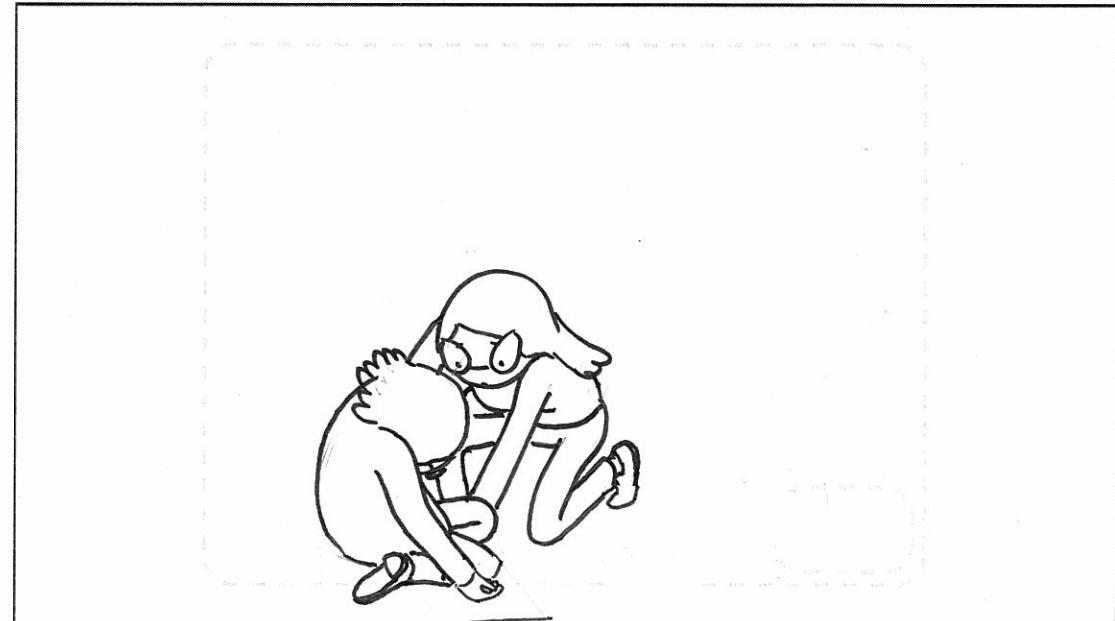
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(B)

Simon?

Action:

Betty picks up Simon

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 140

Sc. 144

Pnl. C

Bg.

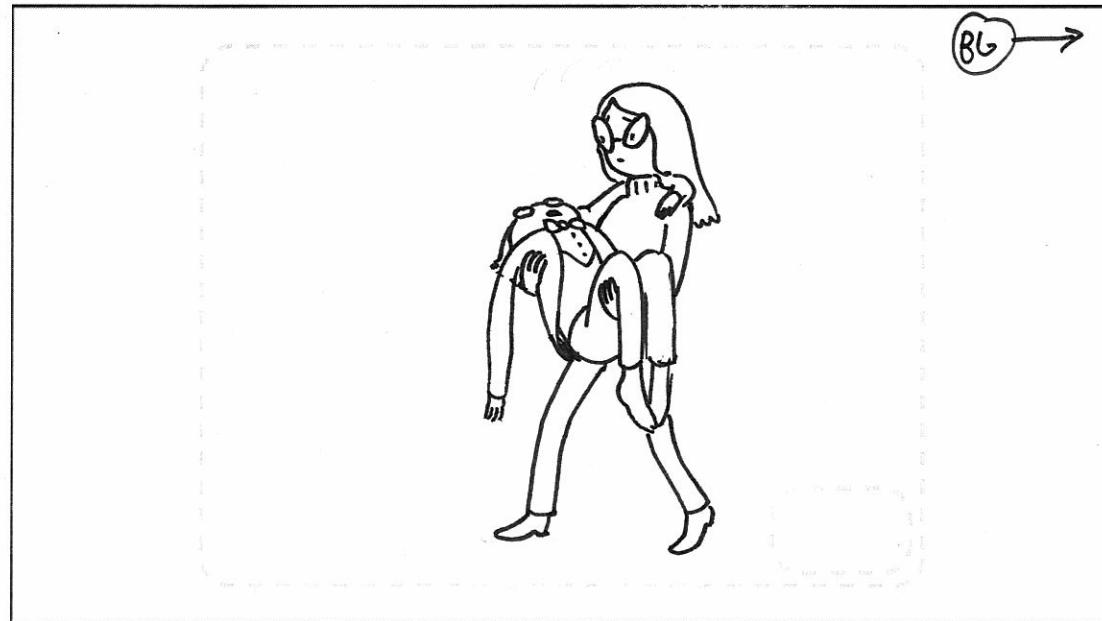
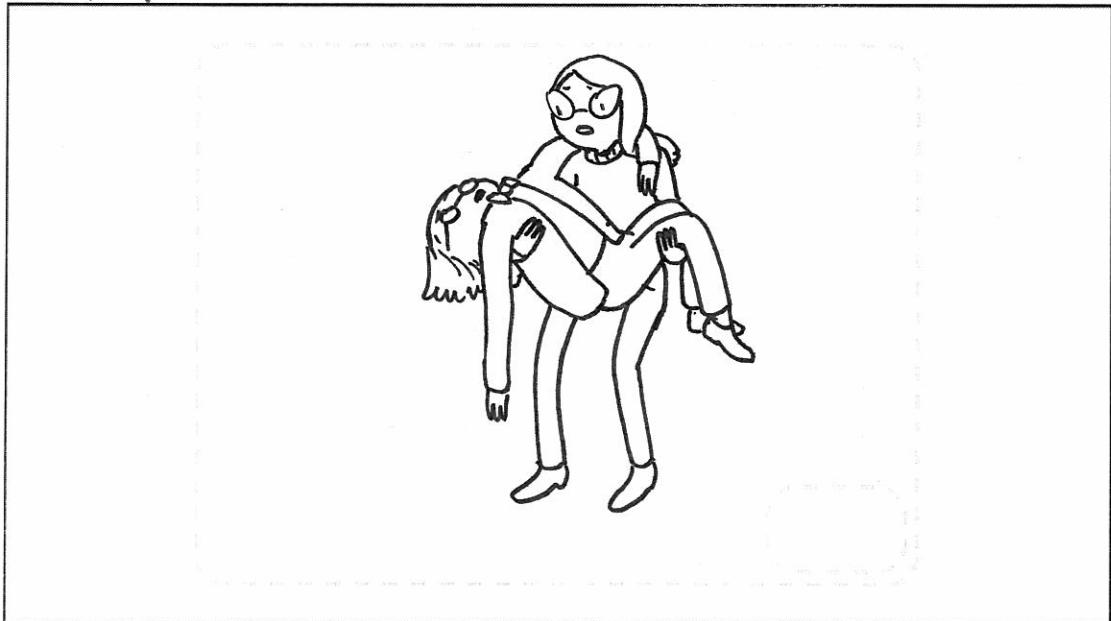
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 141

Sc. 144

Pnl. E

Bg.

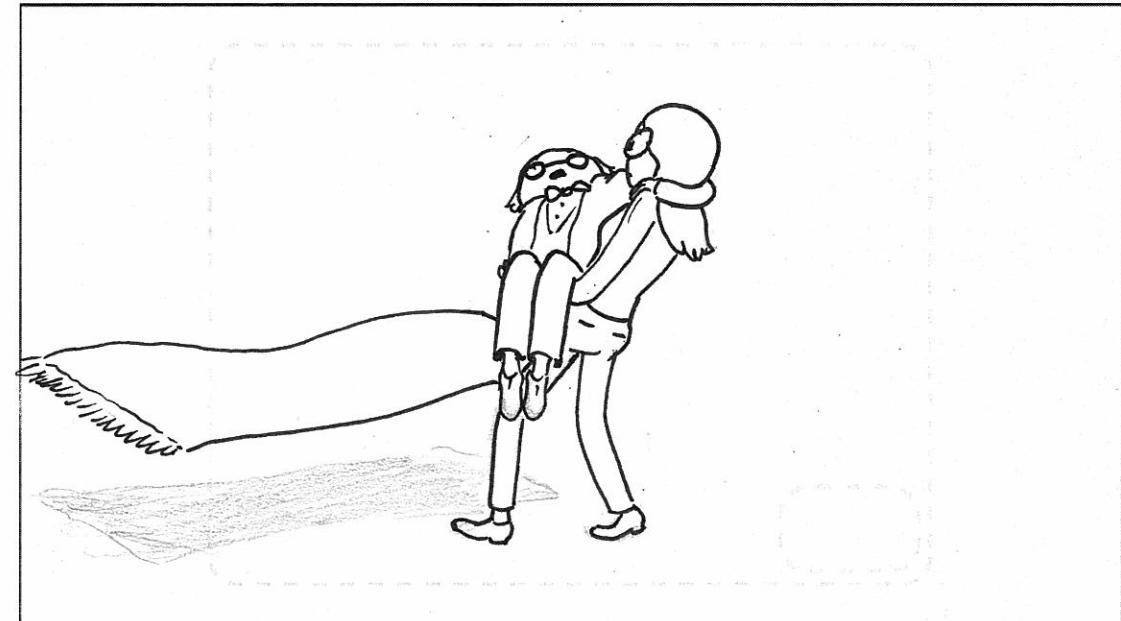
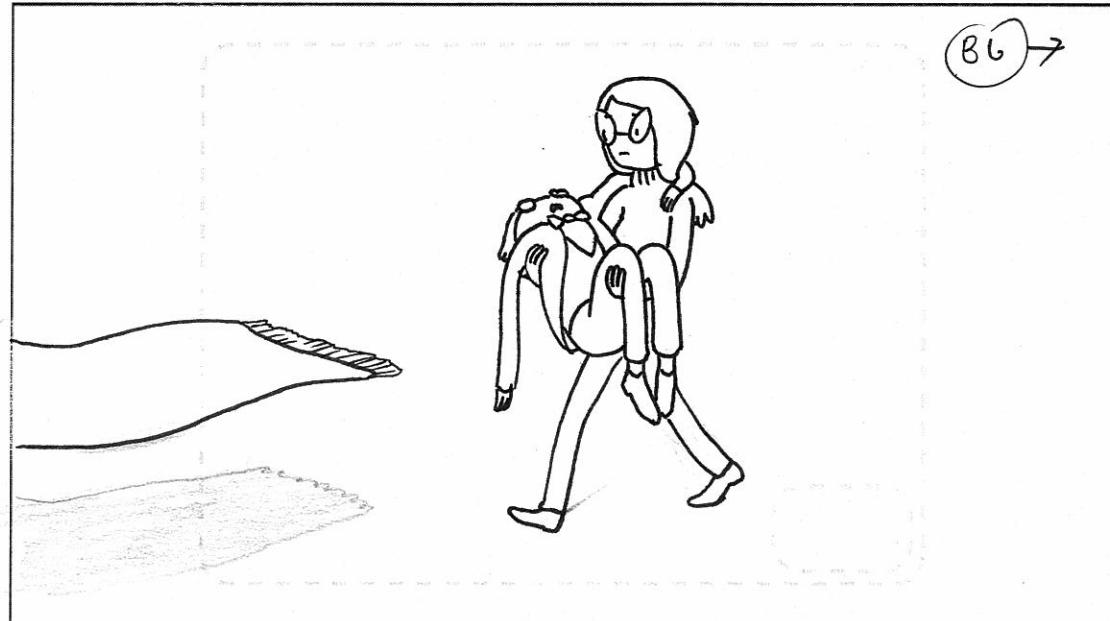
day night

Sc.

Pnl. F

Bg.

day night



Dialog:

Action:

Betty carries simon to magic carpet

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 142

Sc. 144

Pnl. G

Bg.

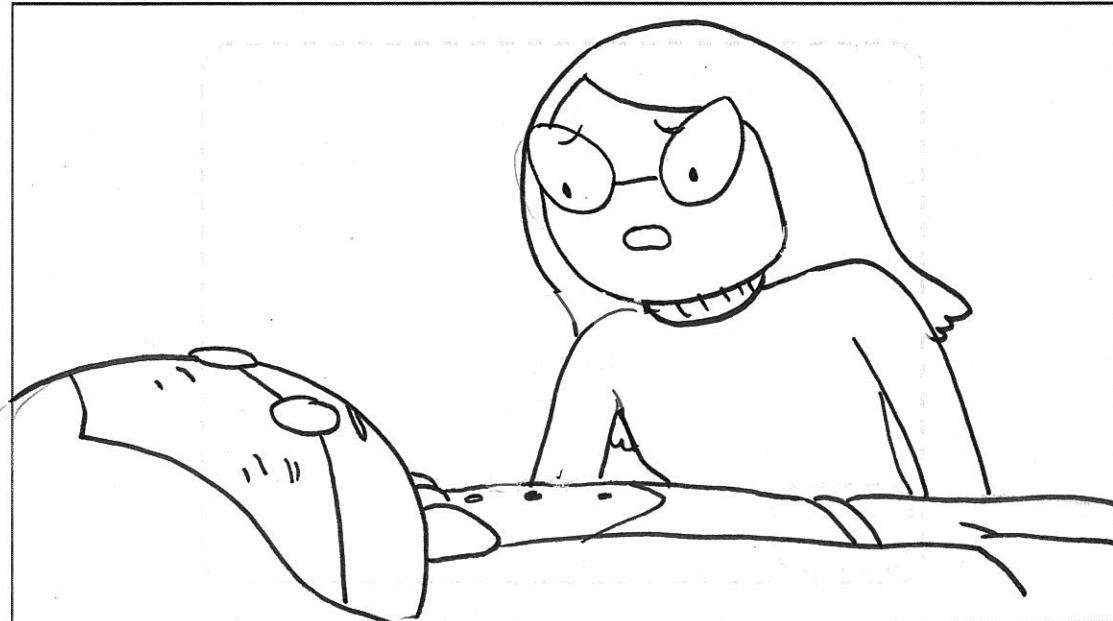
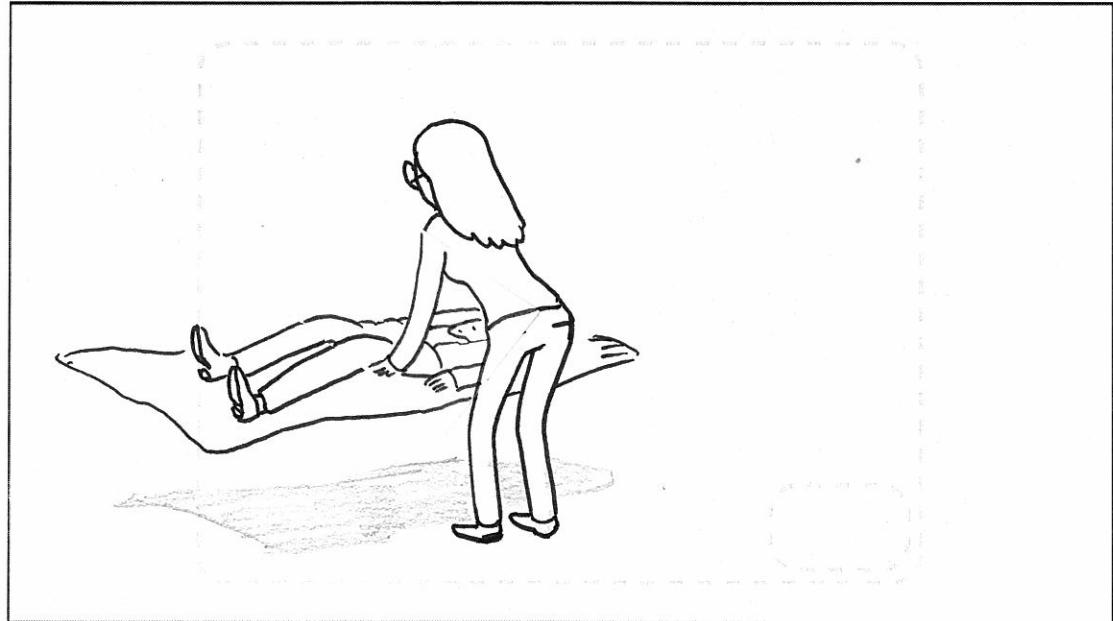
day night

Sc. 145

Pnl. A

Bg.

day night



Dialog:

(B) what's wrong? Are you sick?!

Action:

Betty lays Simon down on carpet.

Timing:

1014-155

EPISODE #

Production :

ADVENTURE TIME



Page 143

Sc. 145

Pnl. B

Bg.

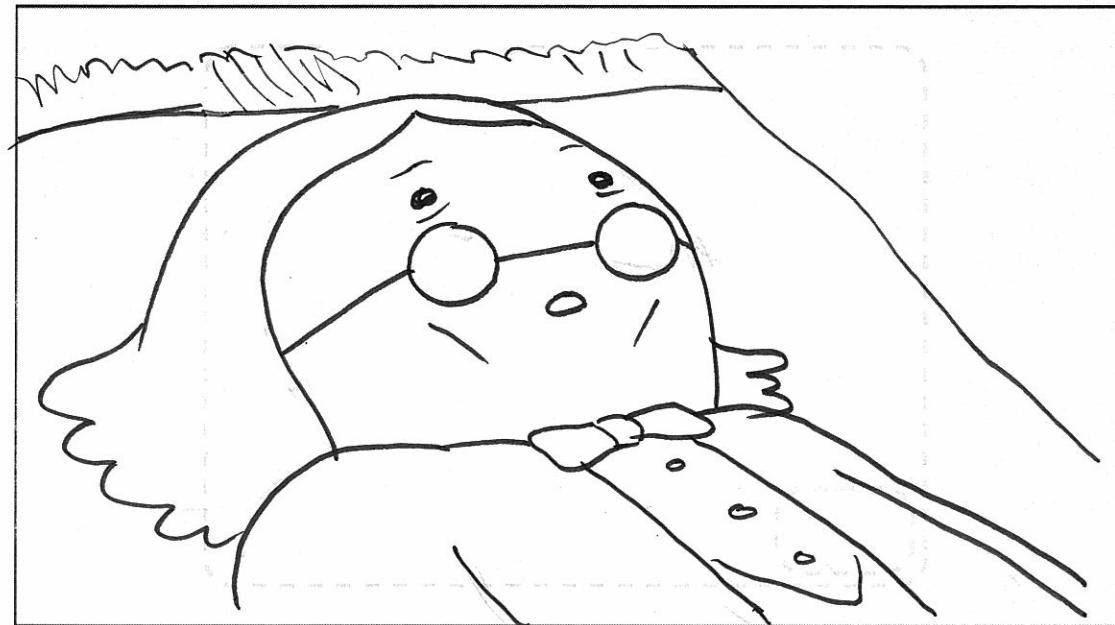
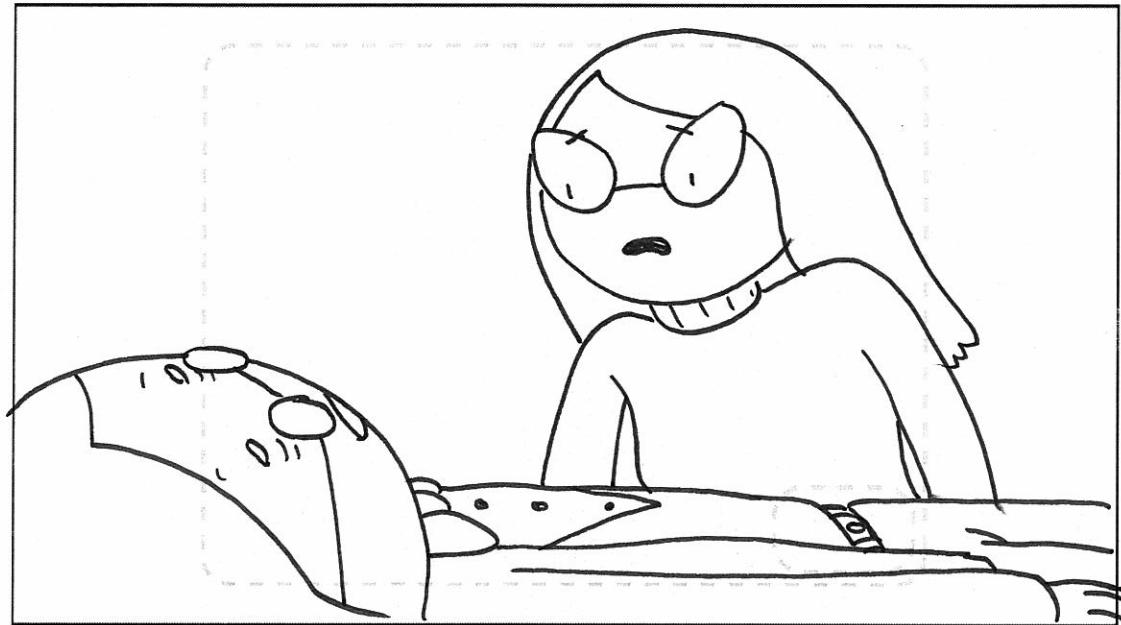
day night

Sc. 146

Pnl. A

Bg.

day night



Dialog:

(S) No... I'm old

(S) the crown was keeping me alive

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 144

Sc. 146

Pnl. B

Bg.

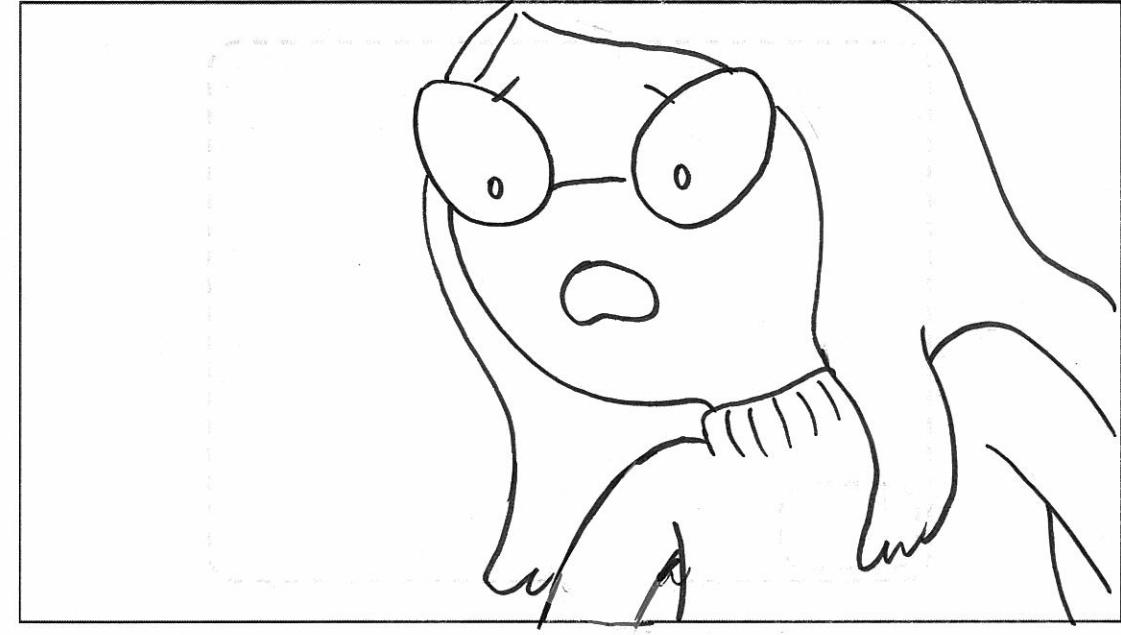
day night

Sc. 147

Pnl. A

Bg.

day night



Dialog:

(S) But its magic was negated
by the wizard Bella Noche .

(B) Don't die, Simon, I just got here!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 145

Sc. 148

Pnl. A

Bg.

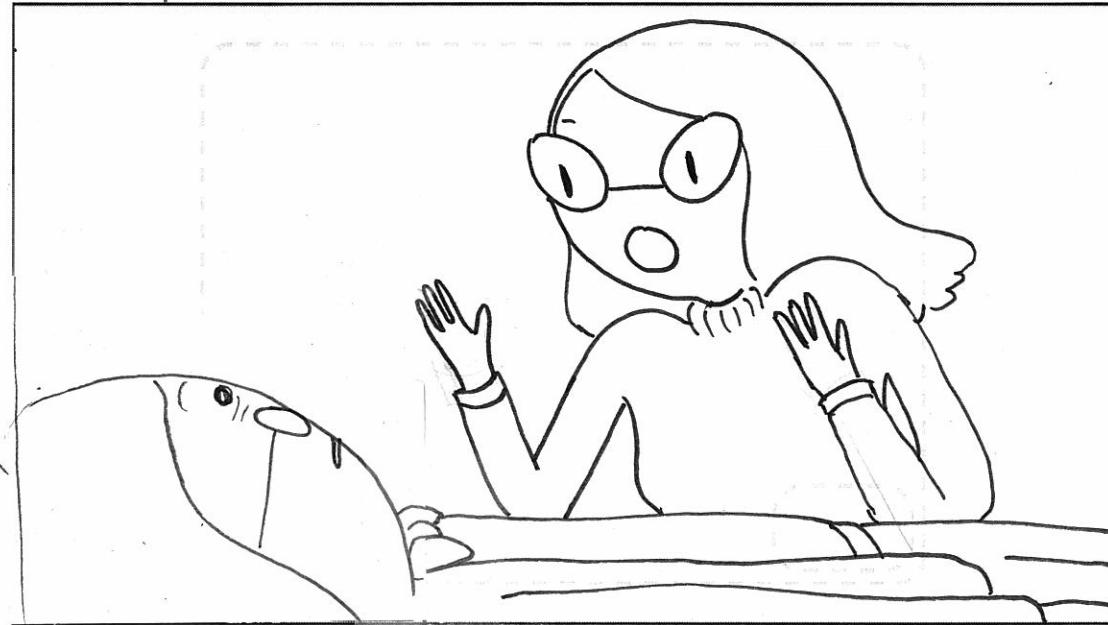
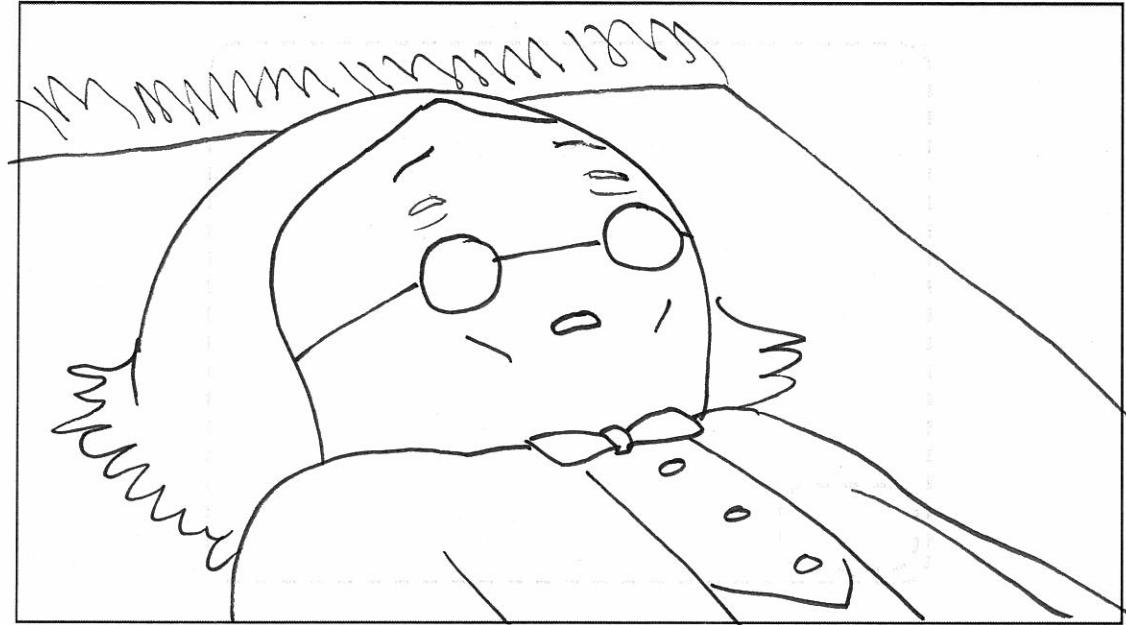
day night

Sc. 149

Pnl. A

Bg.

day night



Dialog:

(S) I'm sorry Betty ~

(B) I know! I'll fix the crown!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



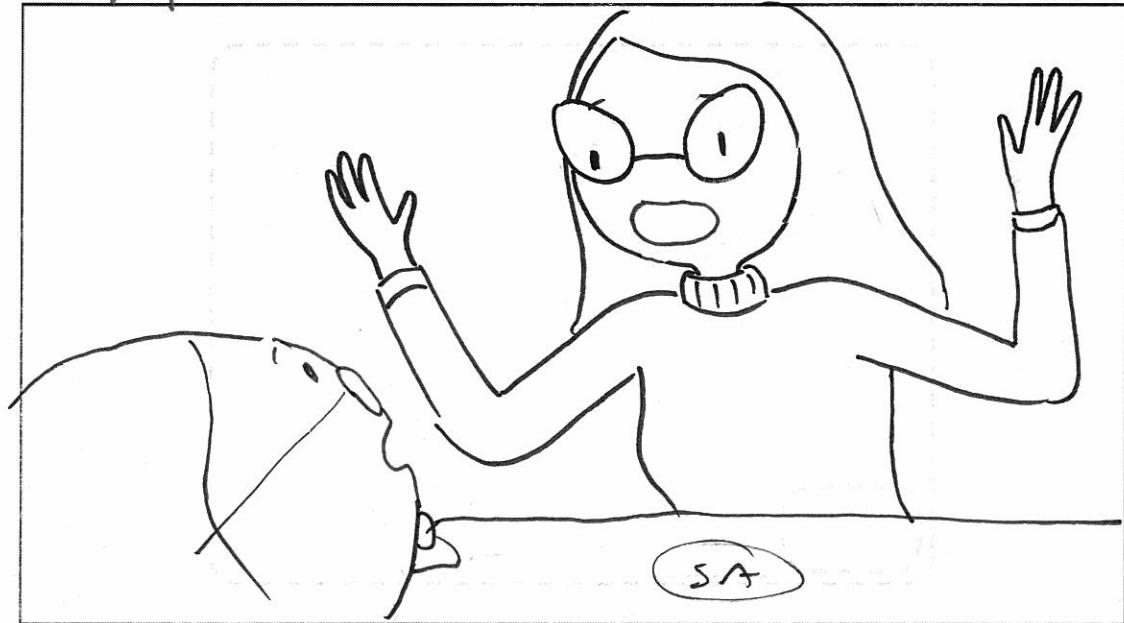
Page 146

Sc. 149

Pnl. B

Bg.

day night



Sc. 150

Pnl. A

Bg.

day night



Dialog:

(S) And then I'll figure out how to fix you! (S) whaat?! NO!

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 147

Sc. 151

Pnl. A

Bg.

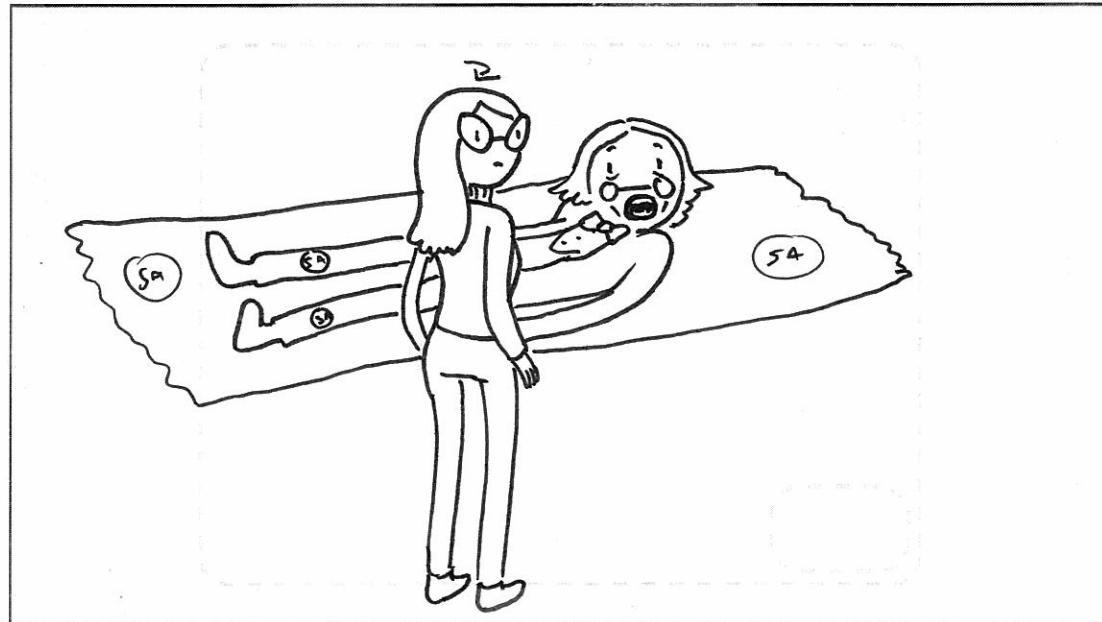
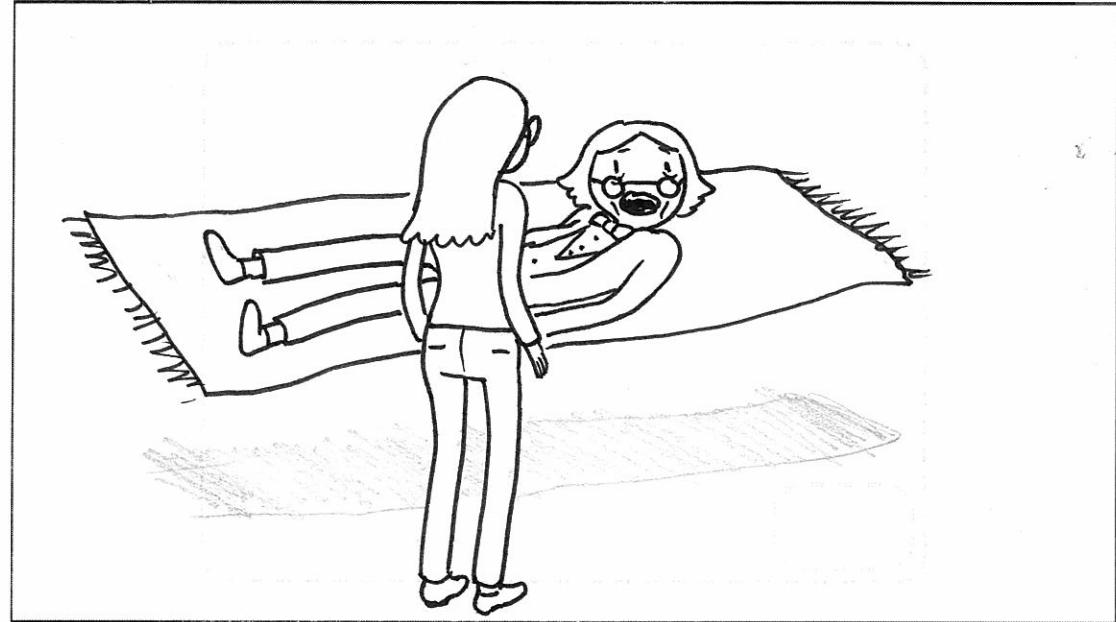
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(S) guys -

(S) stop her!

Action:

Betty turns to look behind

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 148

Sc. 152

Pnl. A

Bg.

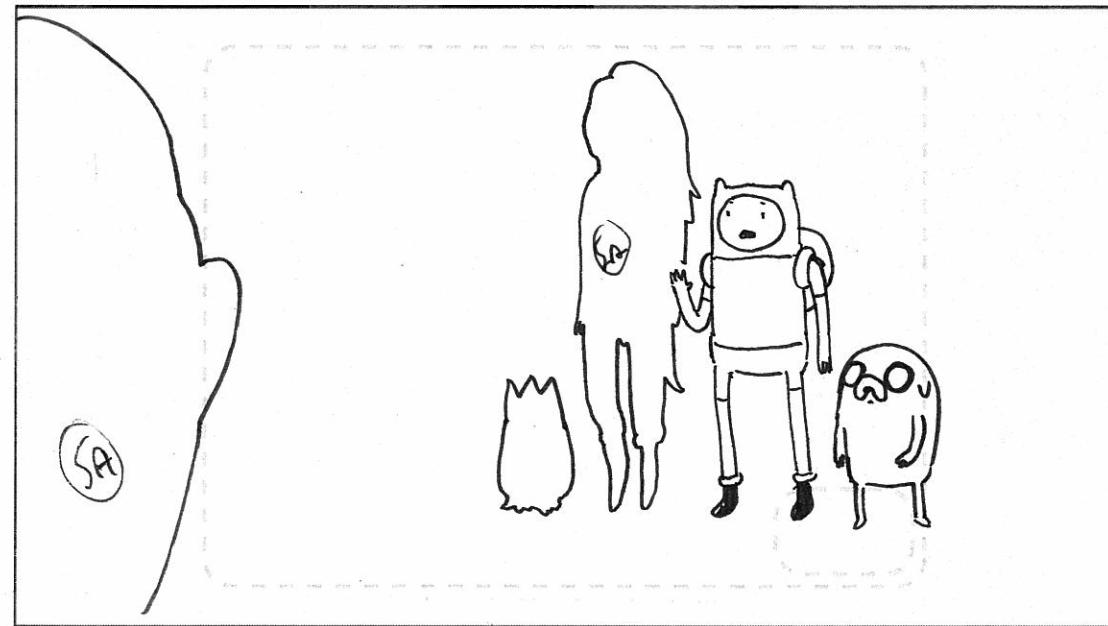
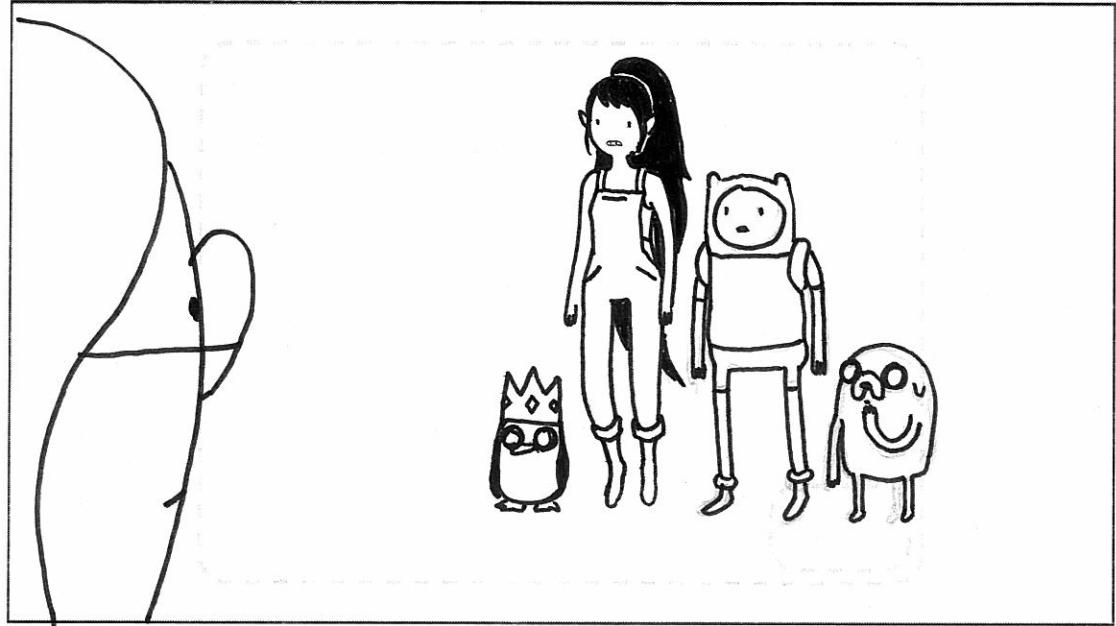
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

J Uh . . .

M hem m m ~

Action:

Finn waves

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 149

Sc. 153

Pnl. A

Bg.

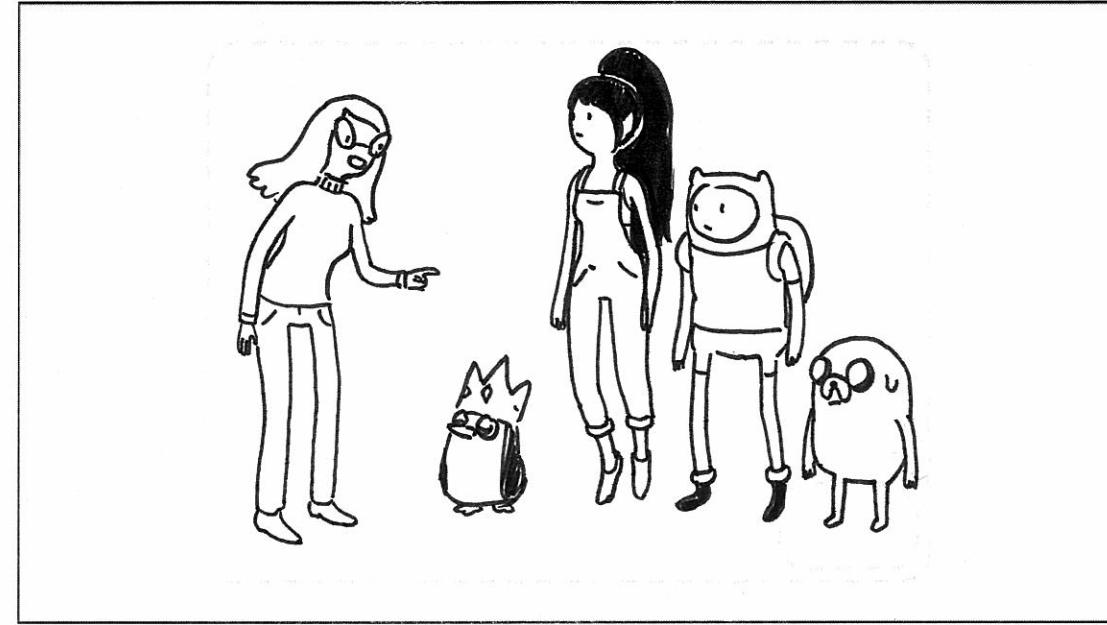
day night

Sc. 154

Pnl. A

Bg.

day night

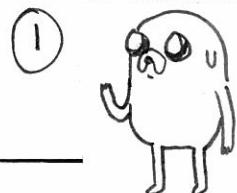


Dialog:

(J) it kind of sounds like a good idea? (B) Right right, whoever you are!

Action:

Timing:



EPISODE #

Production :

1014-102

ADVENTURE TIME



Page 150

Sc. 154

Pnl. B

Bg.

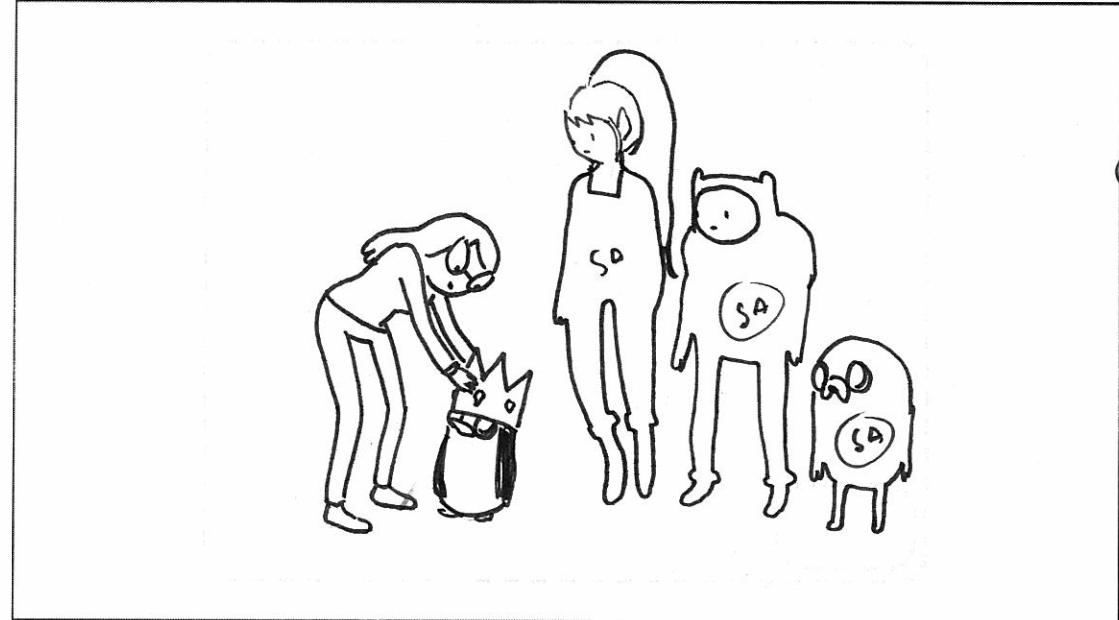
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Action:

Betty picks up the crown from Gunthers' head.



Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 151

Sc. 155

Pnl. A

Bg.

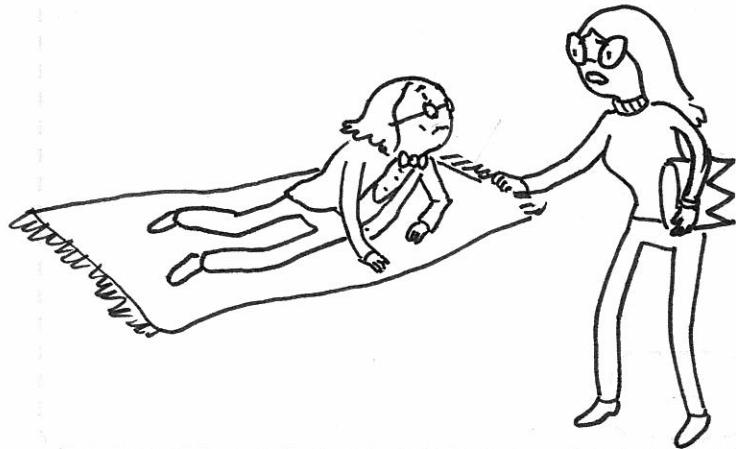
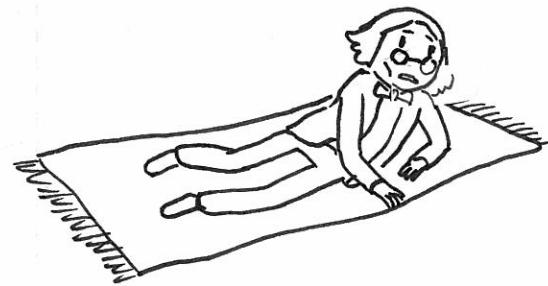
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

⑧ I'm sorry, it's the only way

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 152

Sc. 155

Pnl. C

Bg.

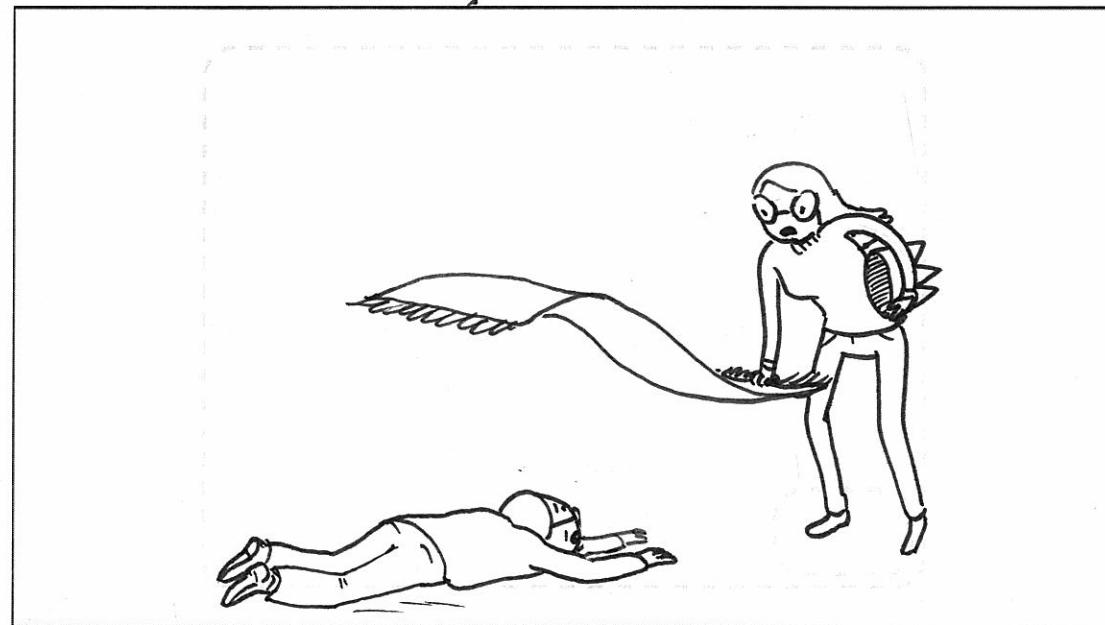
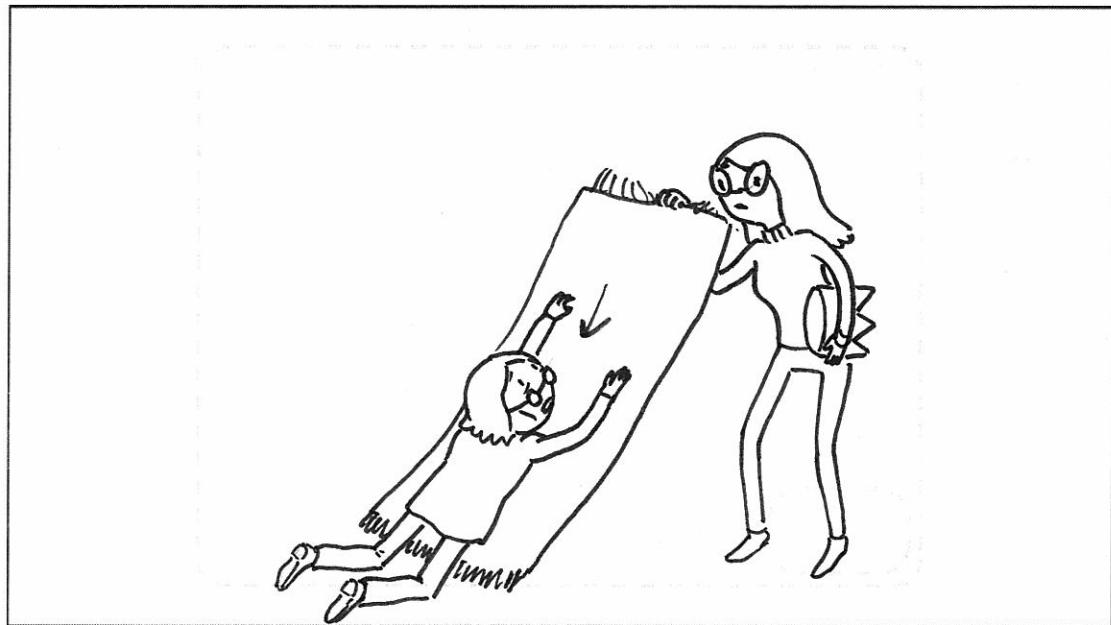
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

⑤ NODD

⑥ OK rug, take me to Bella Noche

Action:

Betty lifts the flying carpet, sliding Simon to the ground

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 153

Sc. 155

Pnl. e

Bg.

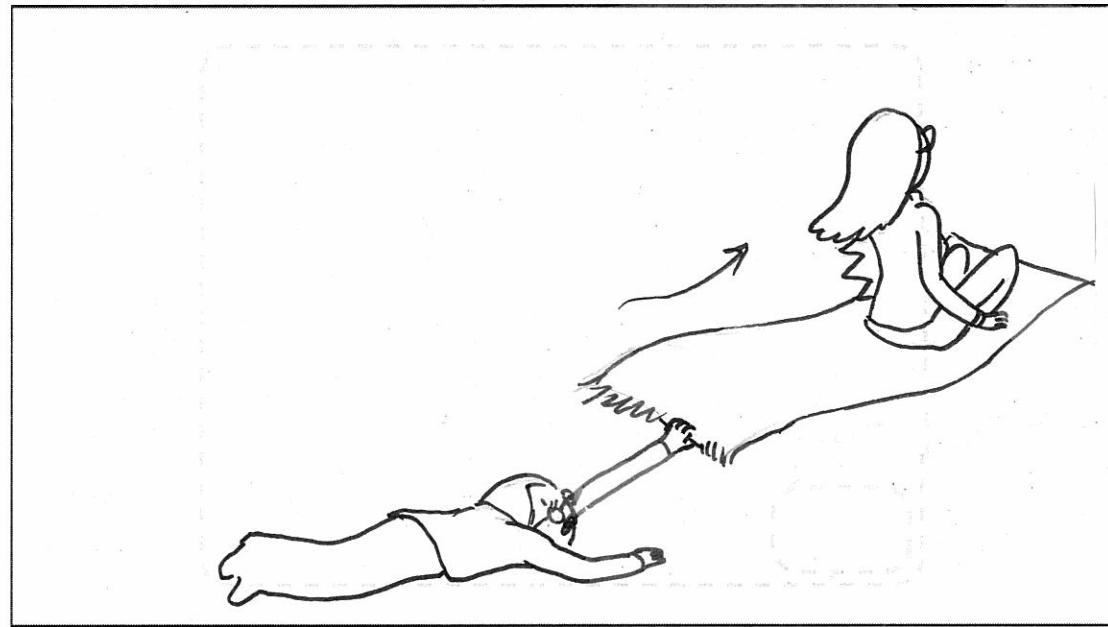
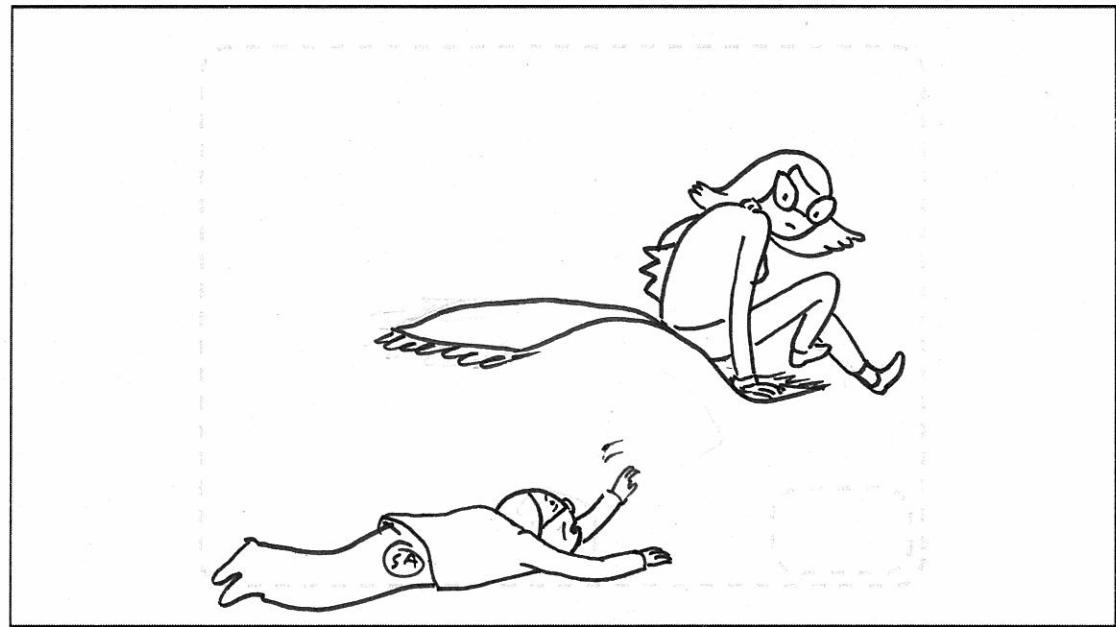
day night

Sc.

Pnl. F

Bg.

day night



Dialog:

(S) Noooo

Action:

simon grabs the carpet as betty flies away

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 154

Sc. 155

Pnl. 6

Bg.

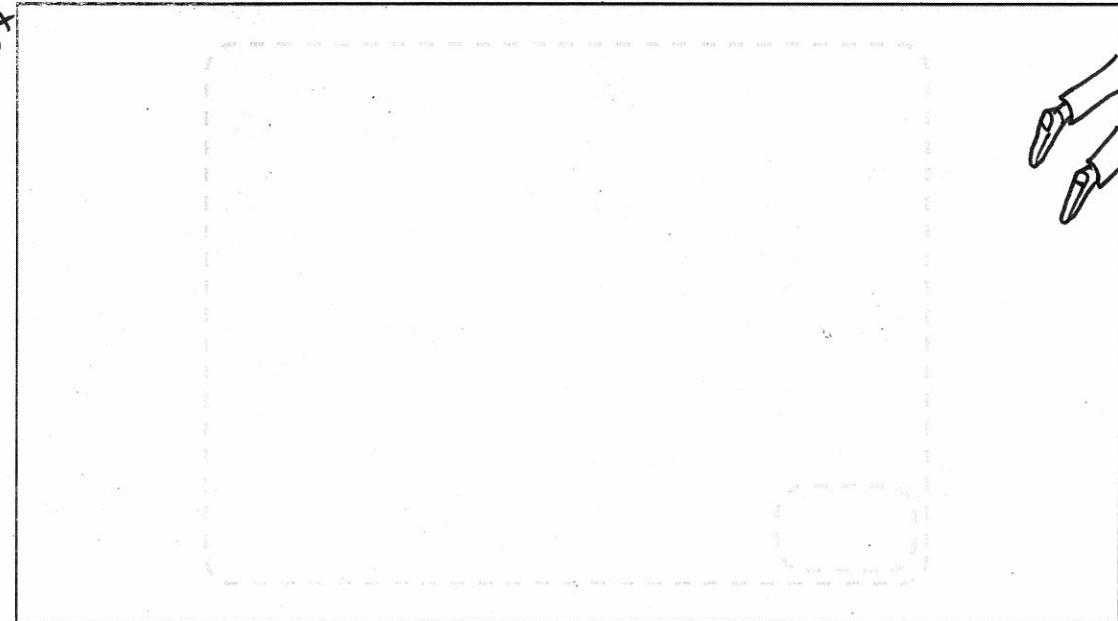
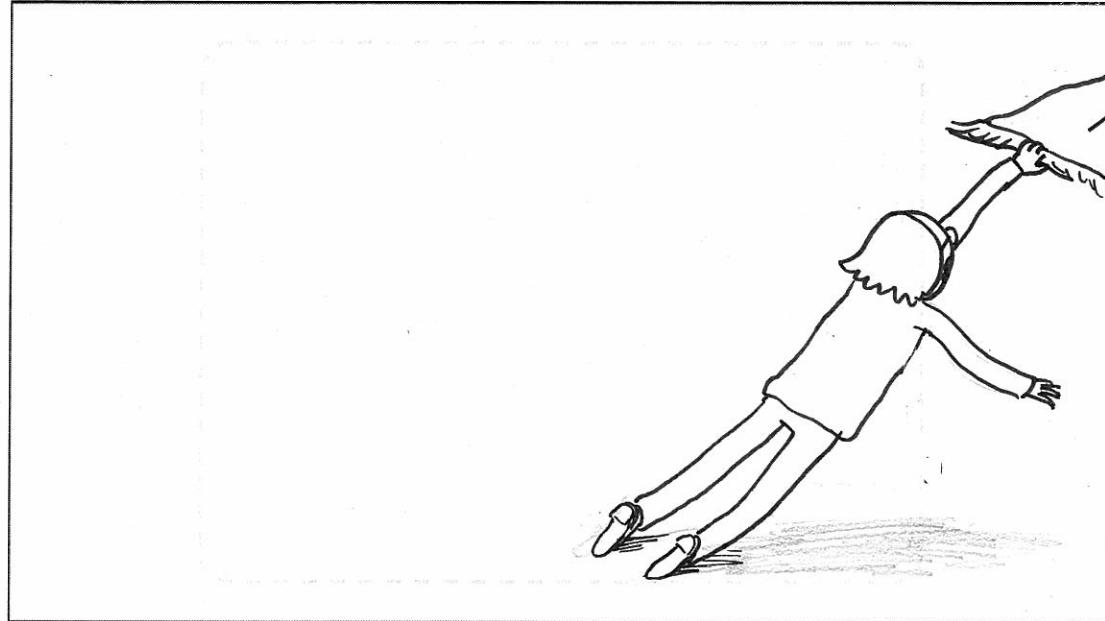
day night

Sc.

Pnl. 11

Bg.

day night



Dialog:

Action:

Simon is dragged out

Timing:

Production :

1014-155

EPISODE #

out

ADVENTURE TIME



Page 155

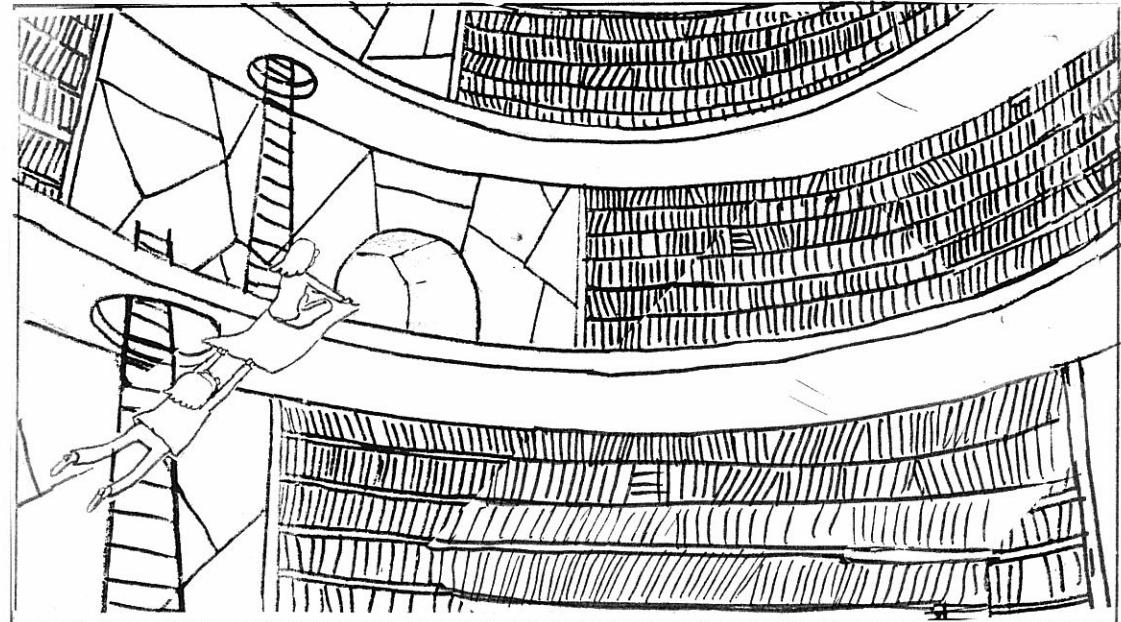
Sc. 156

Pnl. A

Bg.

day night

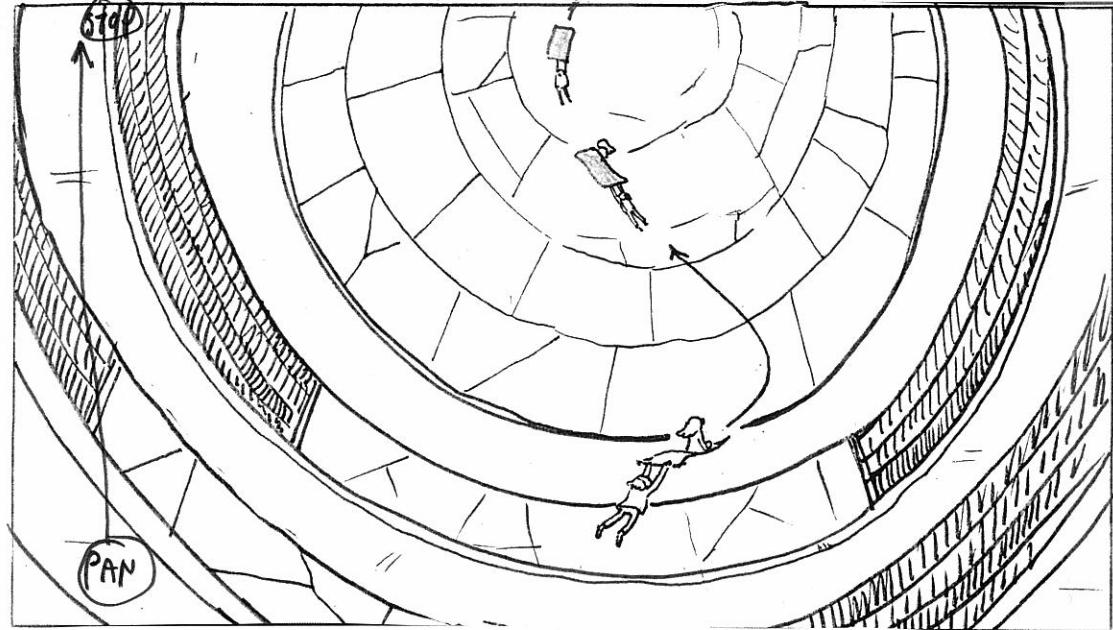
Sc.



Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

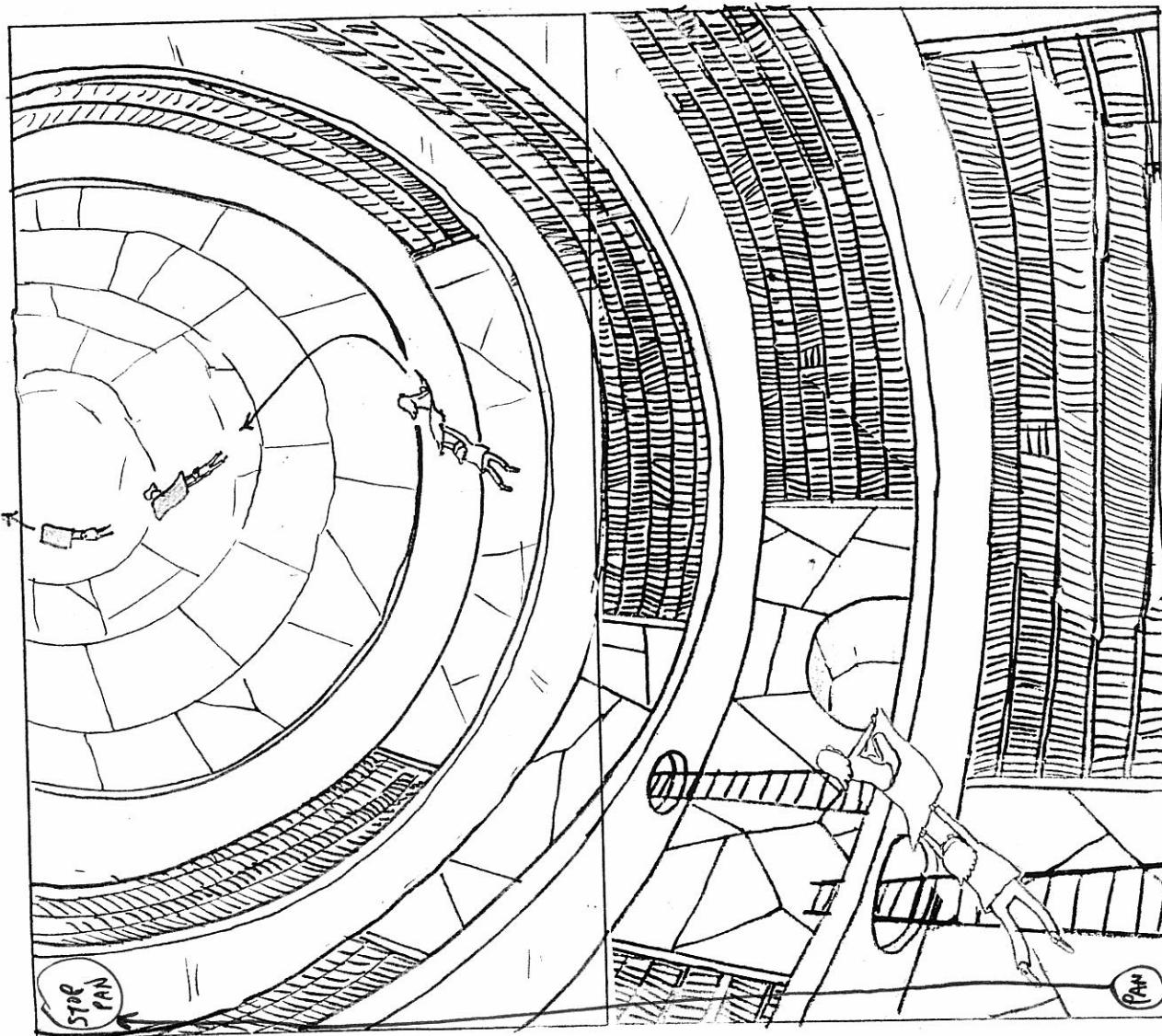
EPISODE #

Production :

1014-155

K6 (A/B)

160



1014-155

ADVENTURE TIME



Page 170

Sc. 157

Pnl. A

Bg.

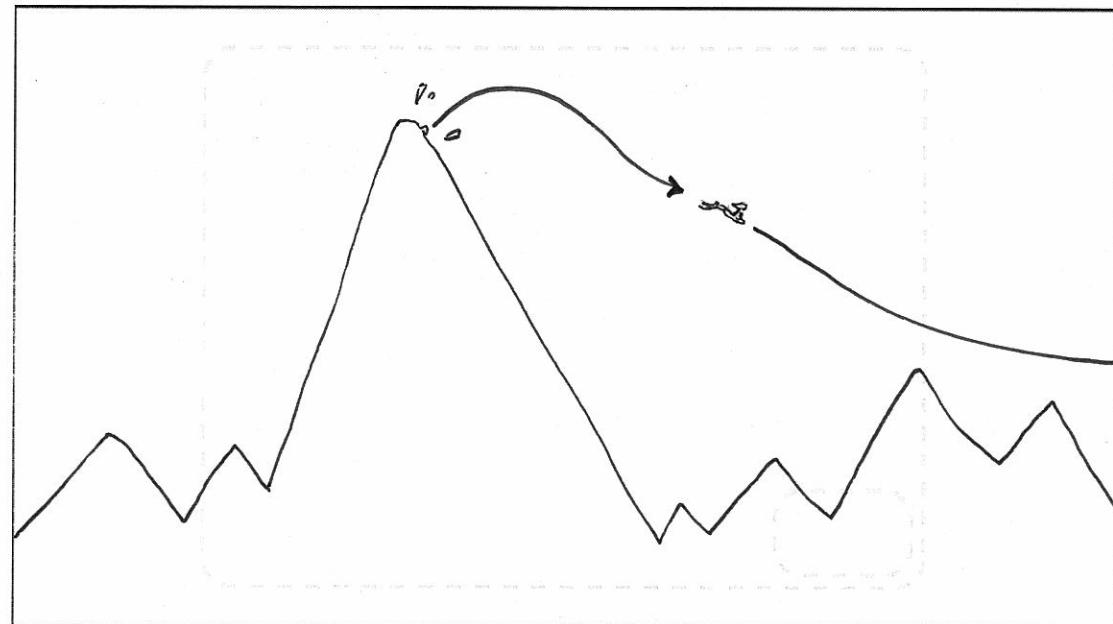
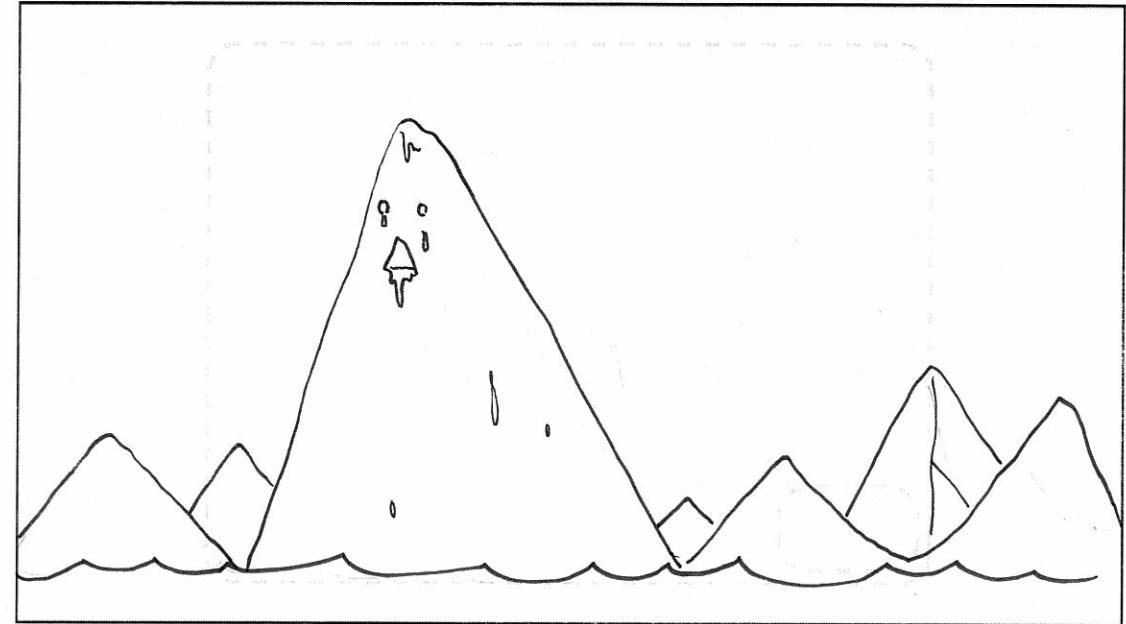
day night

Sc.

Pnl. B

Bg.

day night



EPISODE #

1014-155

Dialog:

SFX (crash)
; tinkle:

Action:

Melting ice kingdom

Betty & Simon crash through the melting ice castle. fly out.

Timing:

Production :

ADVENTURE TIME



Page 171

Sc. 158

Pnl. A

Bg.

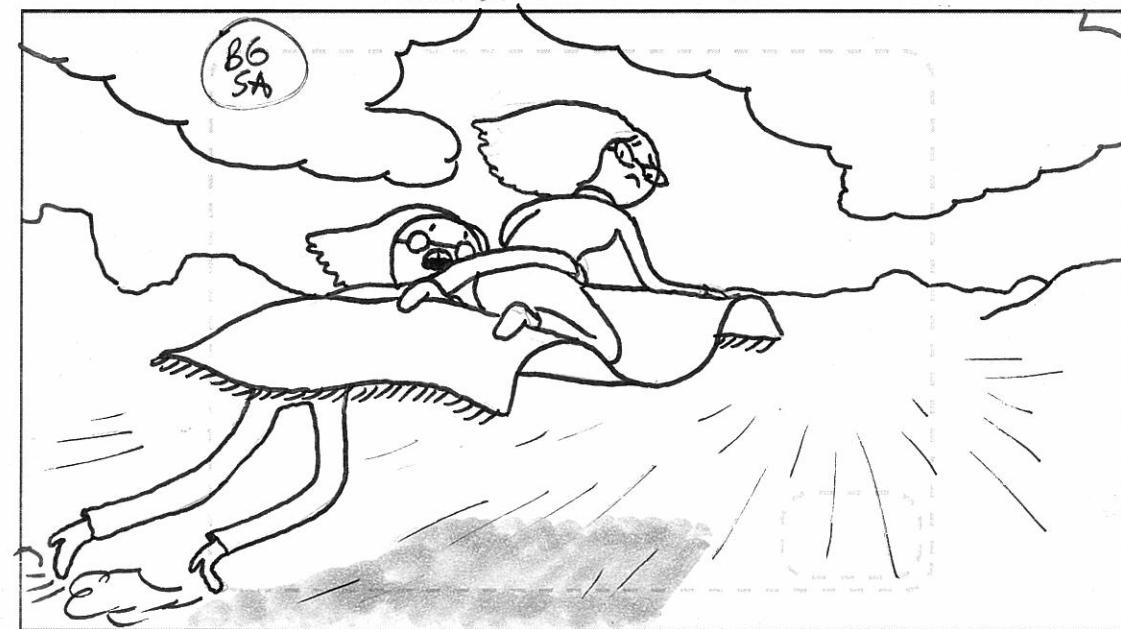
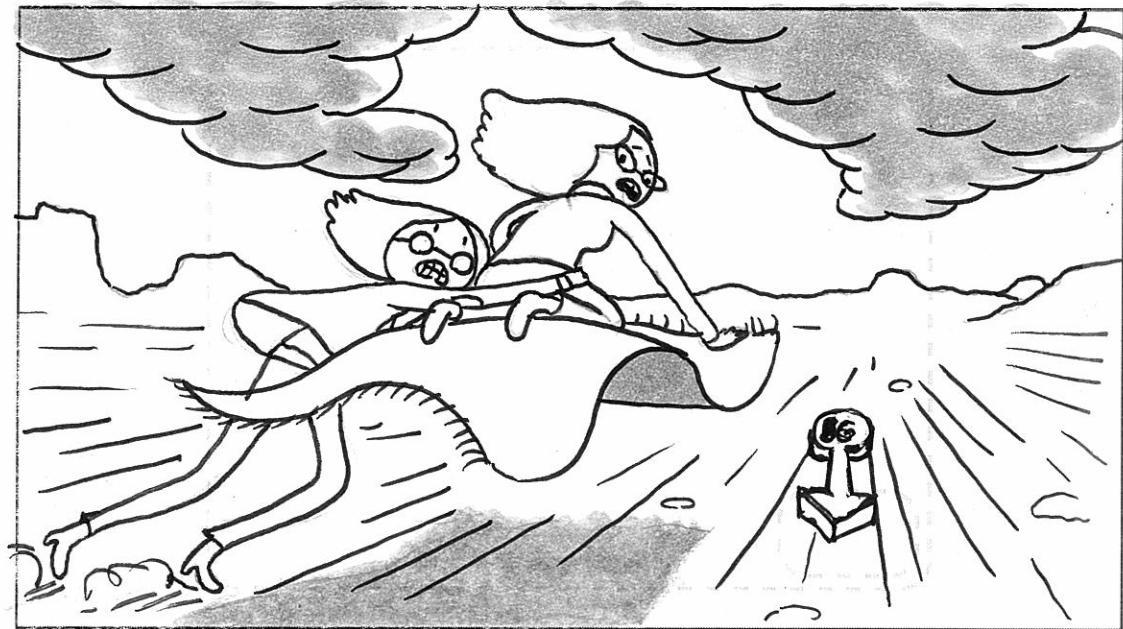
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Betty) Get on SIMON!

Simon) I am getting on!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 172

Sc. 159

Pnl. A

Bg.

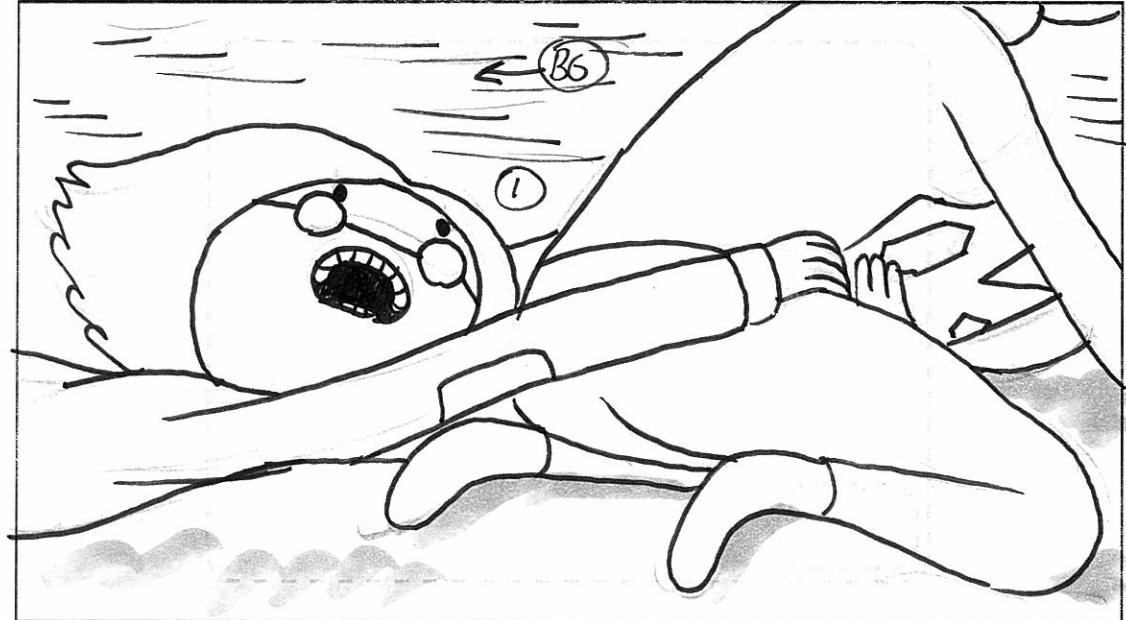
day night

Sc. 160

Pnl. A

Bg.

day night



Dialog:

Simon /① The death ② bvs !



Death /① I got you in my sights
Simon ② hahahaha



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 173

Sc. 161

Pnl. A

Bg.

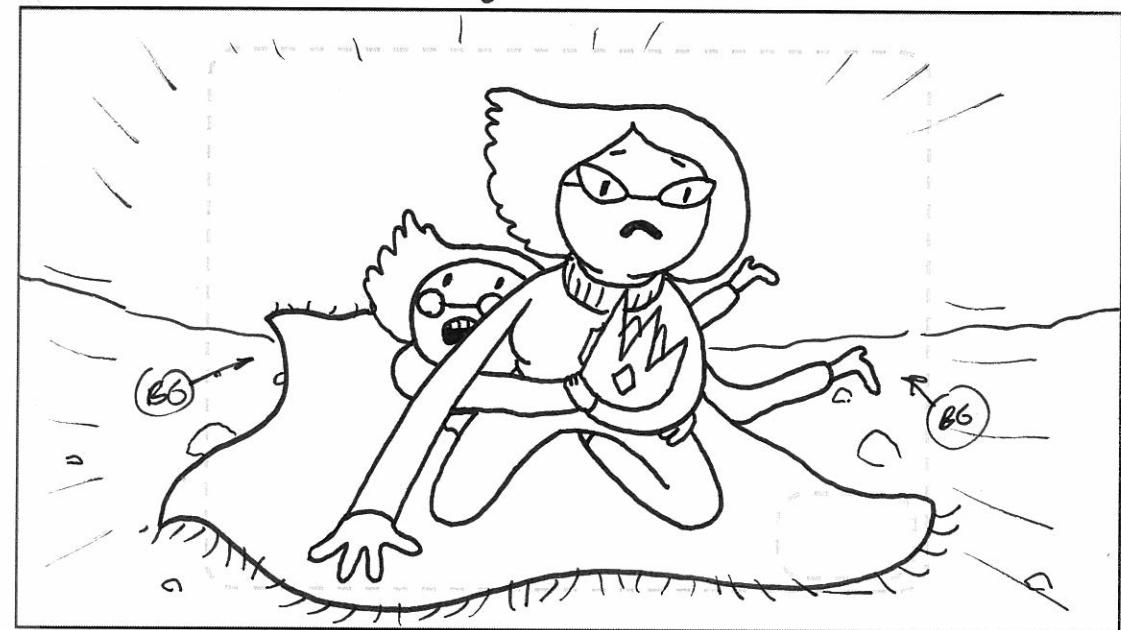
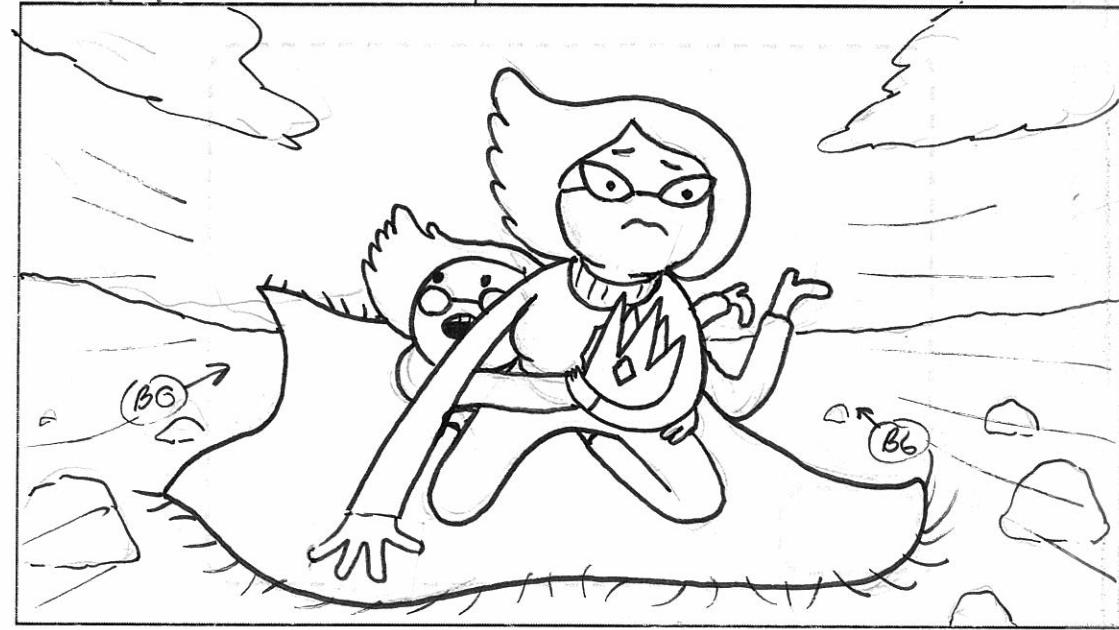
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Simon! It's my time, Betty!

S/ I don't wanna be the Ice King!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 174

Sc. 161

Pnl. C

Bg.

day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Simon ①It's like living with eternal
diaper but ② I can't do it!

Action:



Timing:

Betty! Not
forever!



EPISODE #

Production :

1014-155

ADVENTURE TIME



Sc. 162

Pnl. A

Bg.

day night

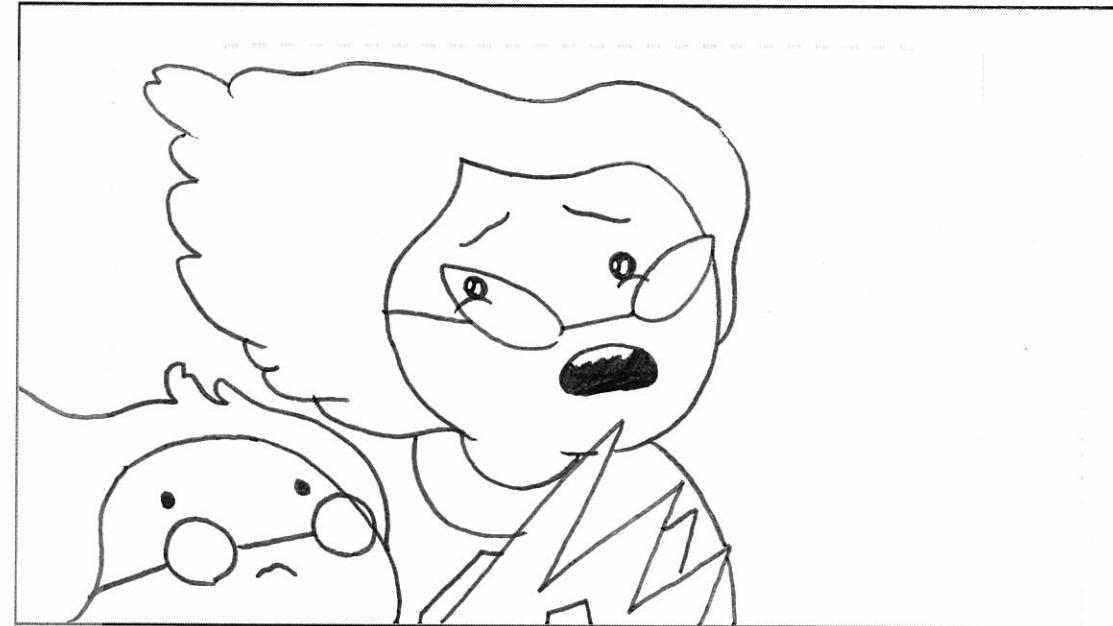
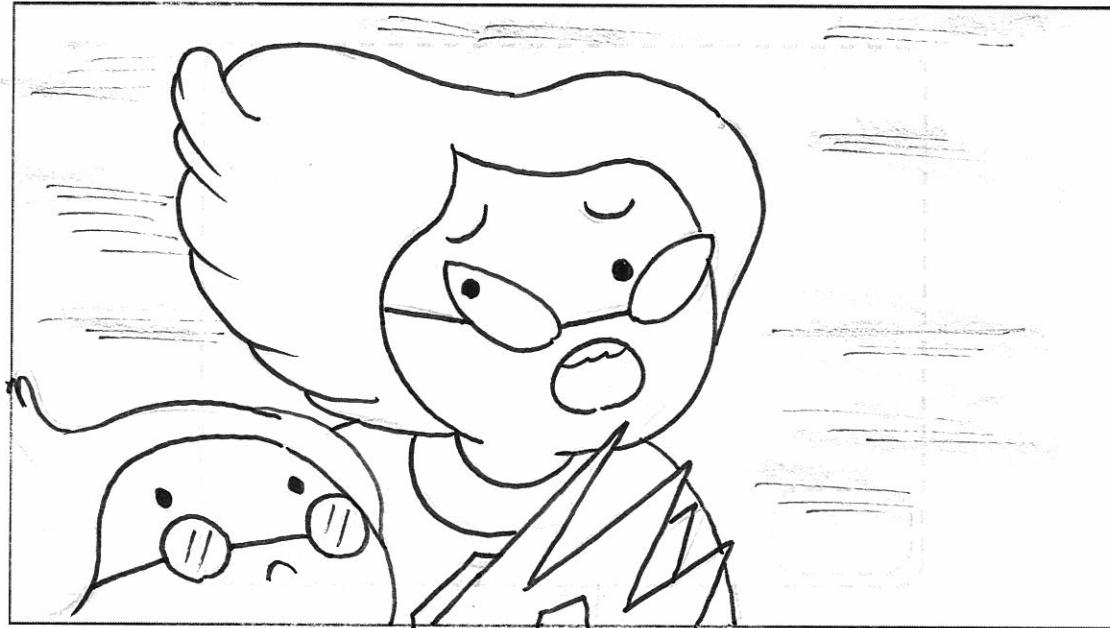
Sc.

Pnl. B

Bg.

Page 175

day night



Dialog:

B/ Destroying Bella Noche and getting
your power back will buy ~~me~~ time

→ to find a loophole that'll undo
your curse and your death!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 176

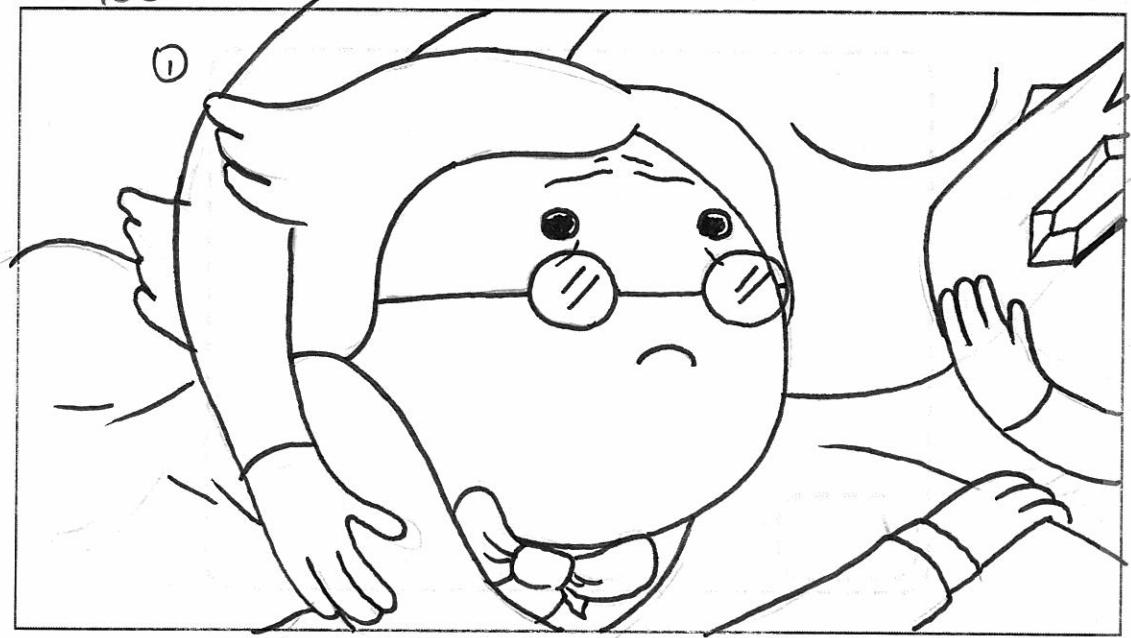
Sc. 163

Pnl. A

Bg.

day night

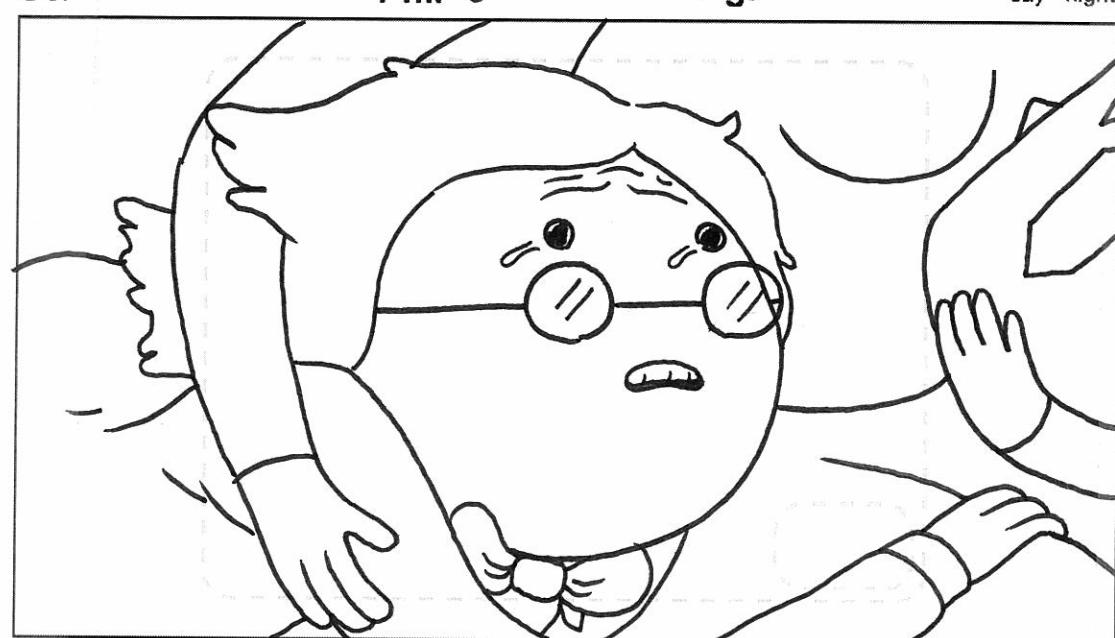
Sc.



Pnl. B

Bg.

day night



Dialog:

Betty /① I can do it! ② You gotta
believe me, Simon!

Simon / I...



EPISODE #

Production :

1014-121

ADVENTURE TIME



Page 177

Sc. 163

Pnl. C

Bg.

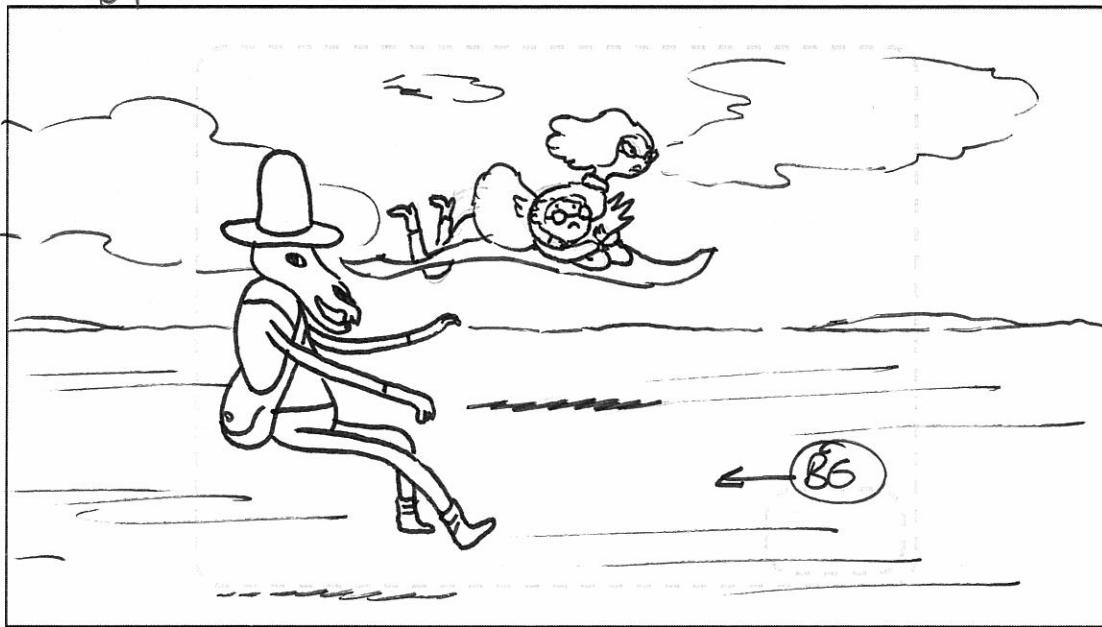
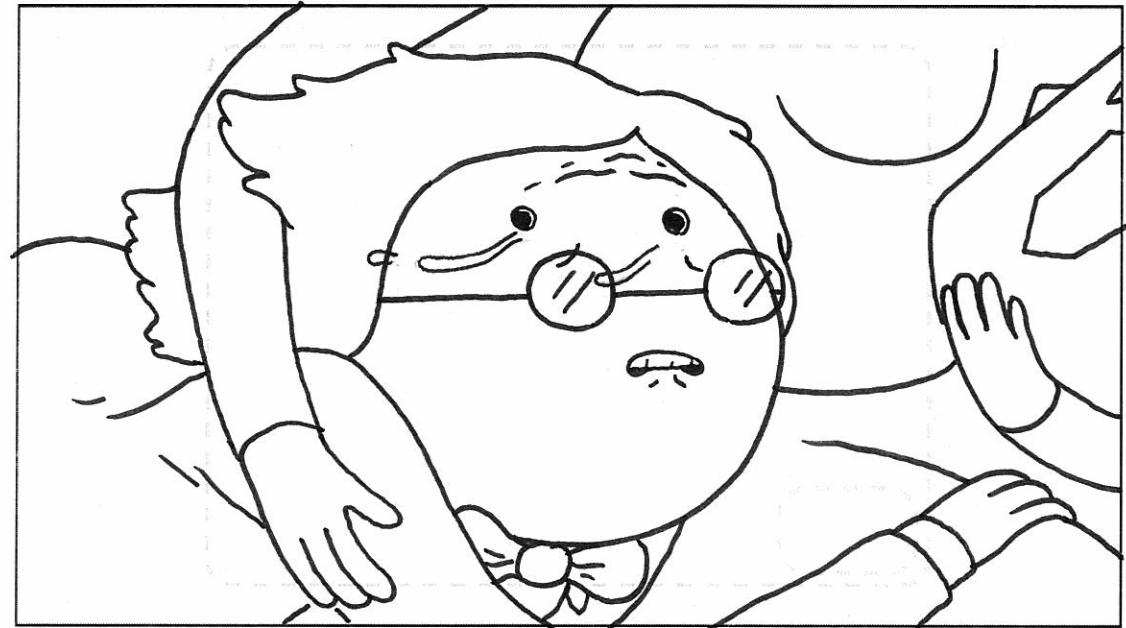
day night

Sc. 164

Pnl. A

Bg.

day night



Dialog:
Death (os) / Get real man.

Death / you're gonna be the Ice King
till the sun blows up

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 178

Sc. 164

Pnl. B

Bg.

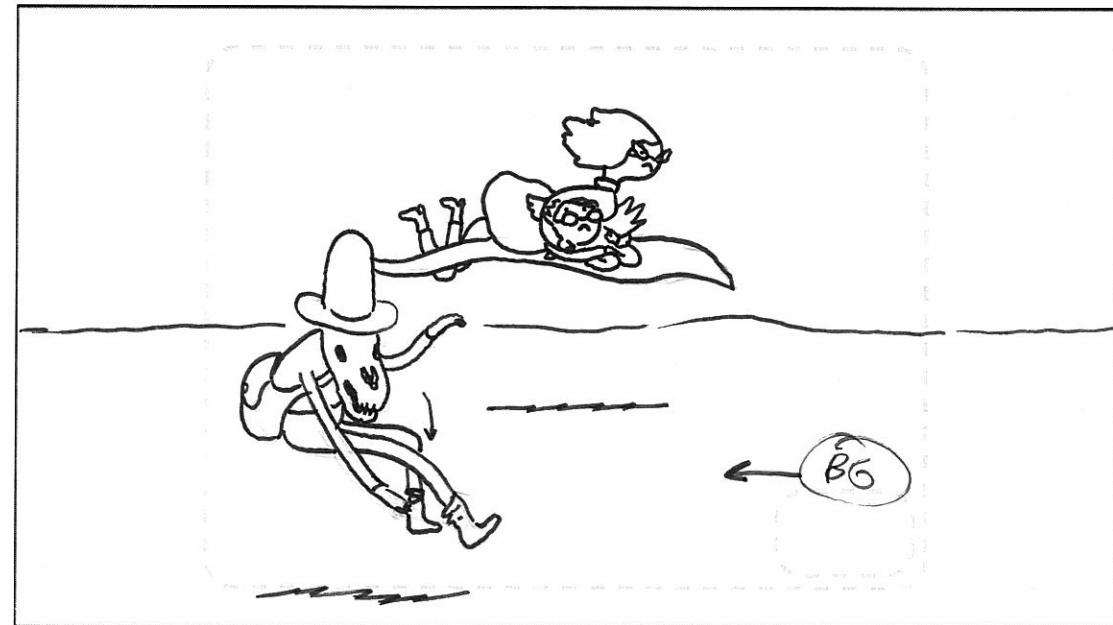
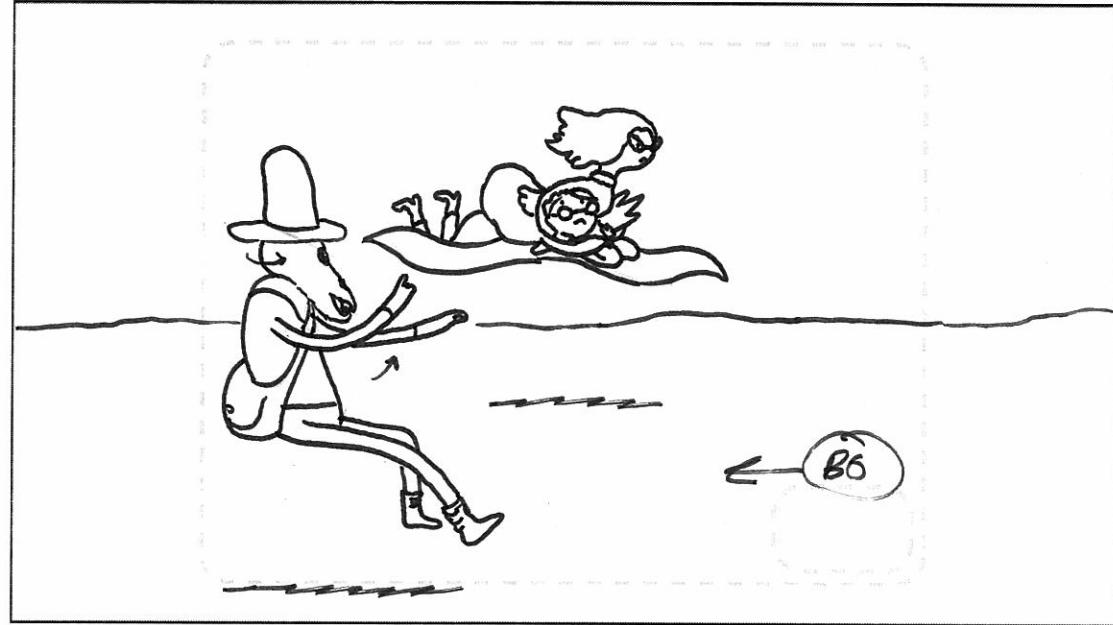
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Death! This is your one chance

Death! I made a mix tape

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 179

Sc. 165

Pnl. A

Bg.

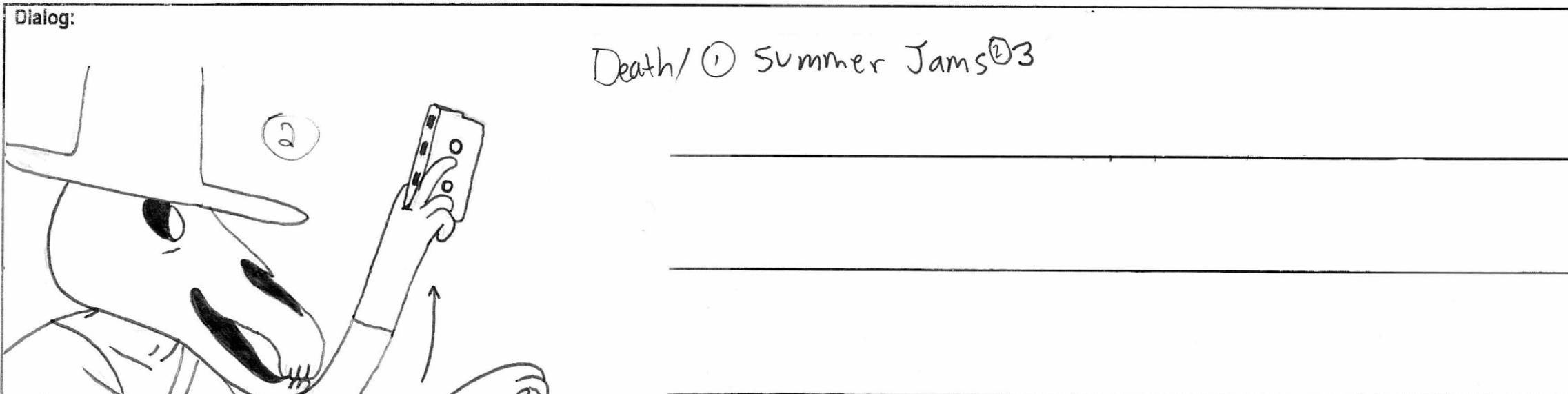
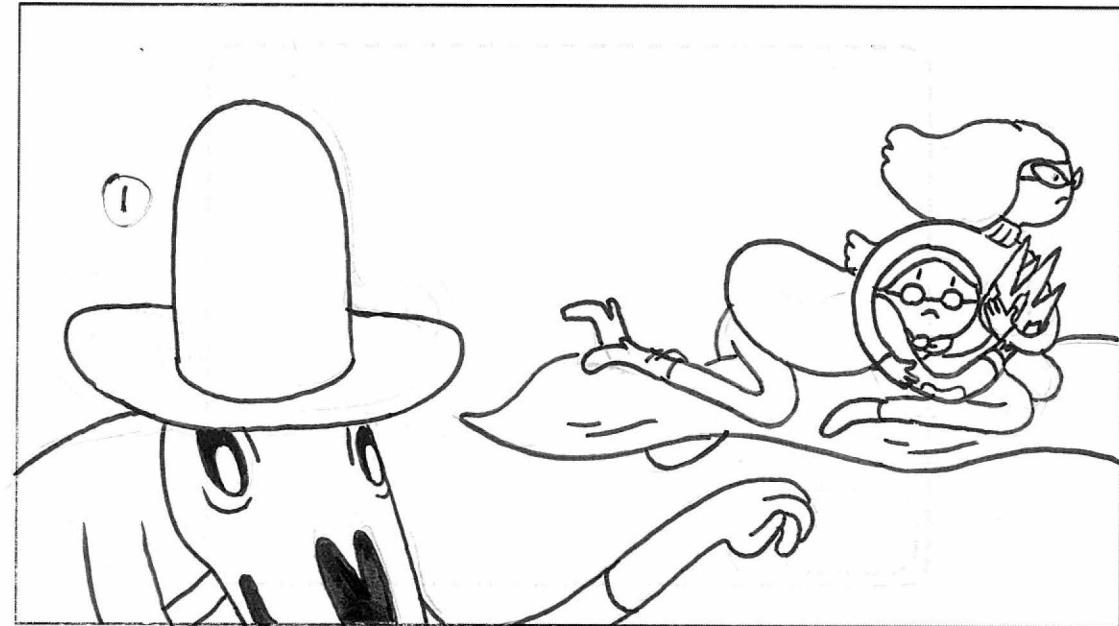
day night

Sc.

Pnl. B

Bg.

day night



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 180

Sc. 166

Pnl. A

Bg.

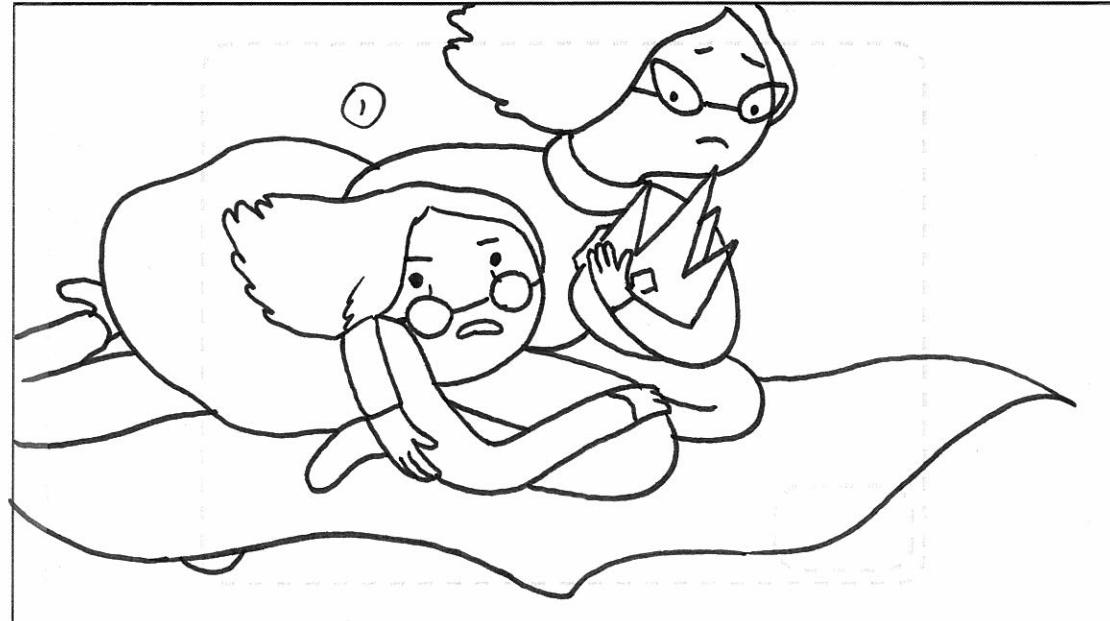
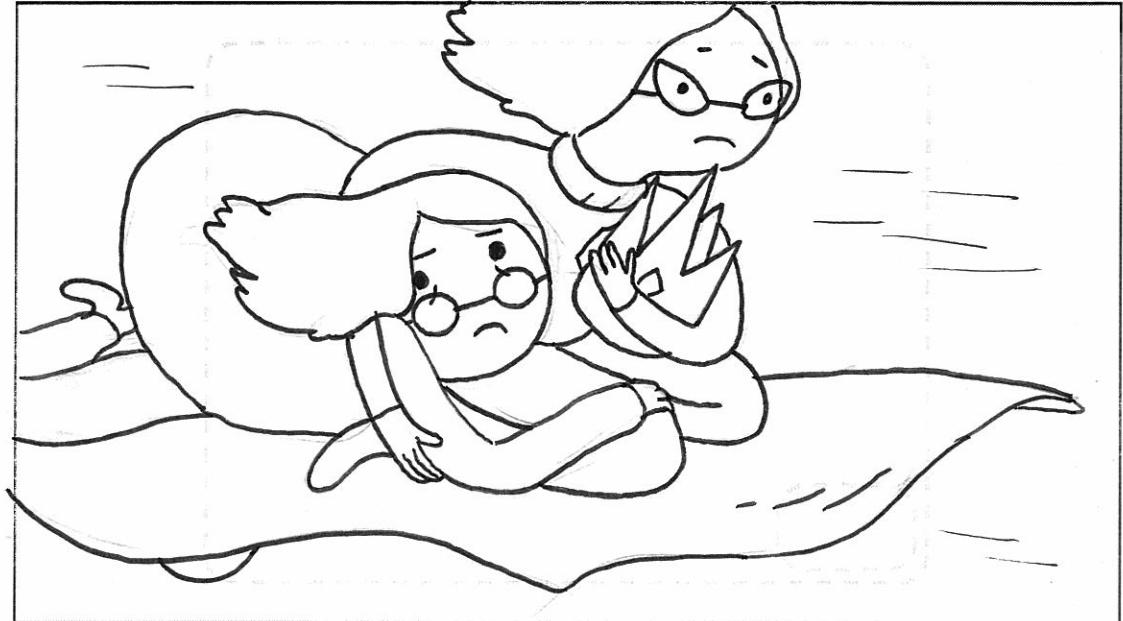
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

(Beat)

Action:

Timing:

Simon/① if I don't let her try...
② then what am I?



Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 181

Sc. 166

Pnl. C

Bg.

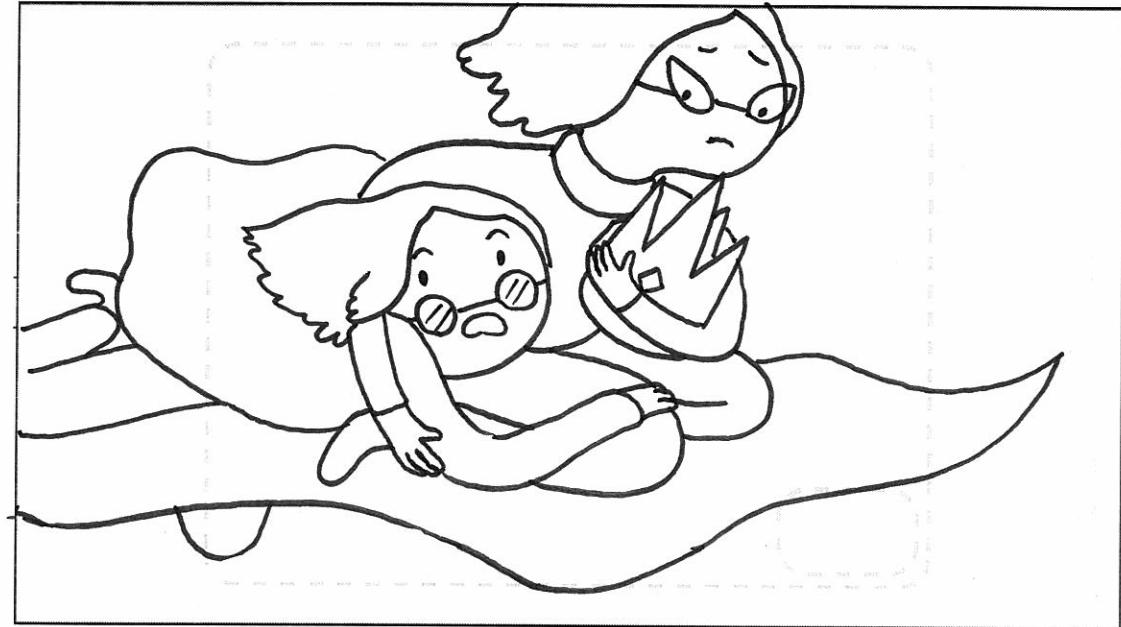
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Simon! What am VS?

Betty! WHAT?

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 182

Sc. 167

Pnl. A

Bg.

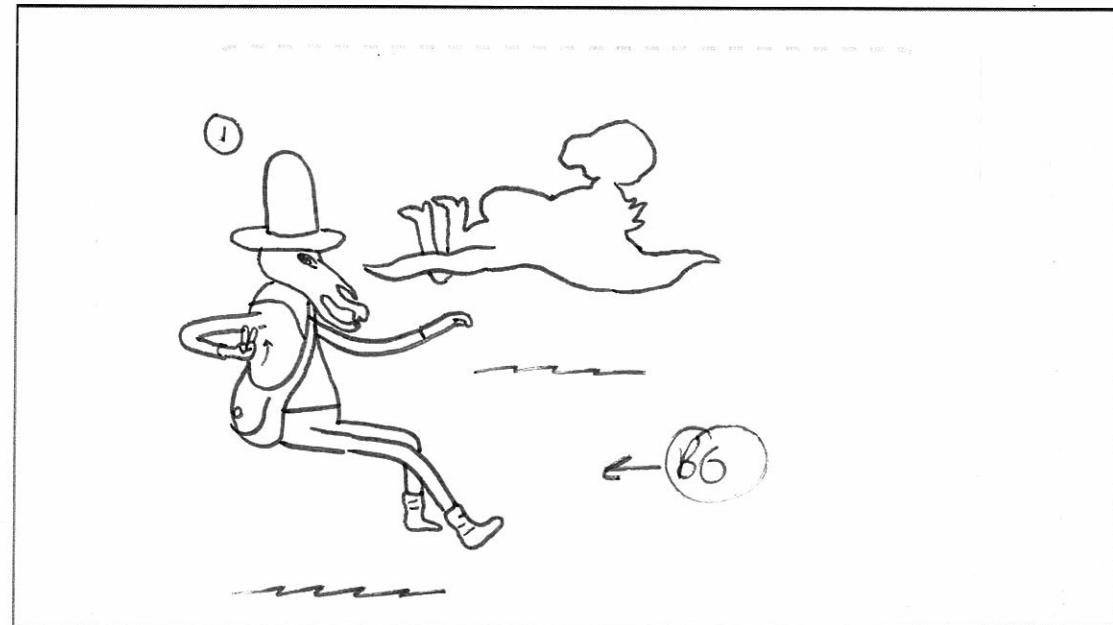
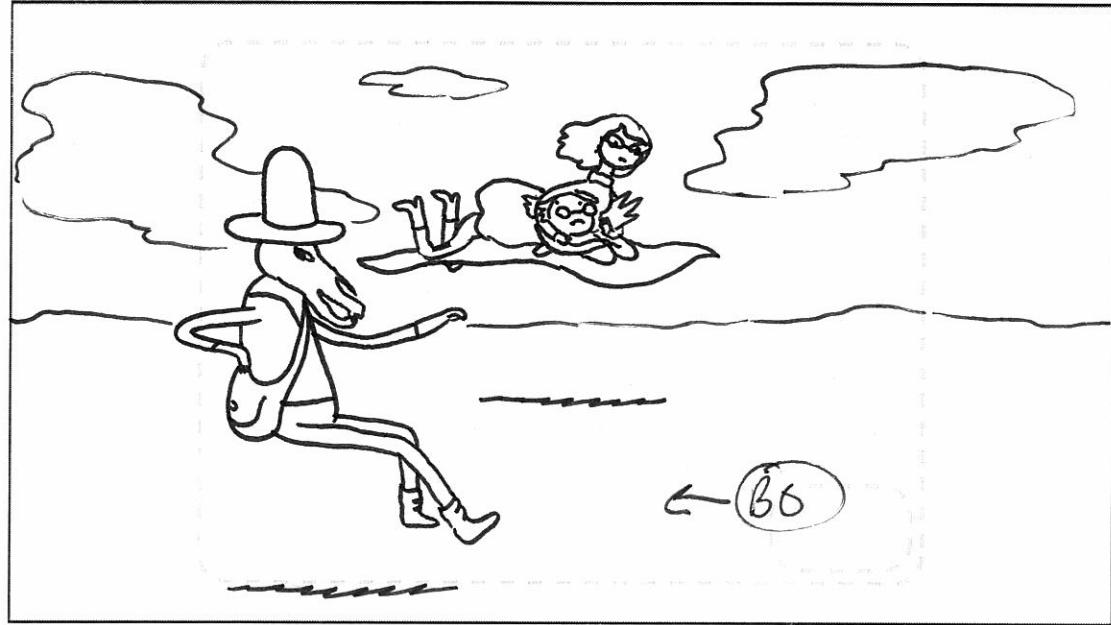
day night

Sc.

Pnl. B

Bg.

day night



Dialog:
Death/ Fair enough.

Action:

Timing:

Death/① see ya in a few ②

Death vanishes

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 183

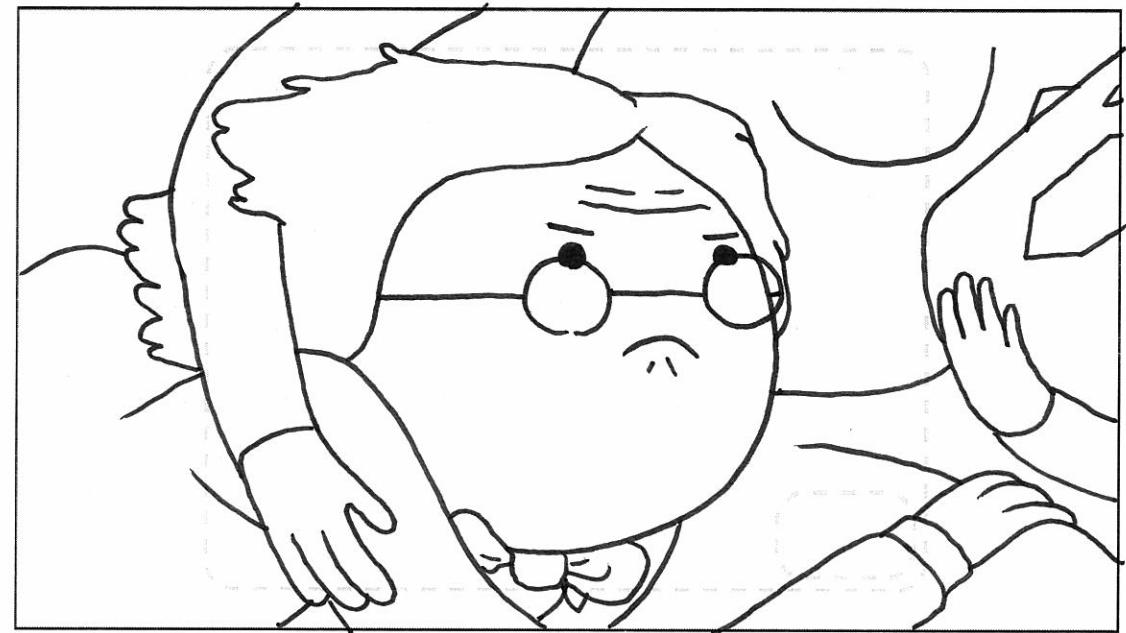
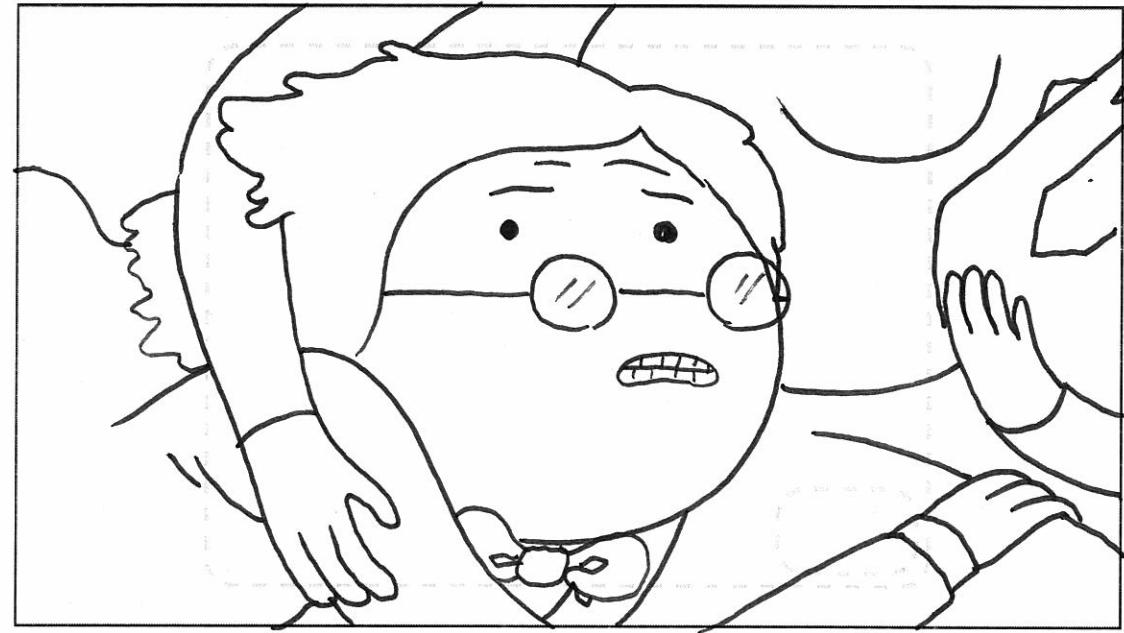
Sc. 168

Pnl. A

Bg.

day night

Sc.



Dialog:

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 184

Sc. 169

Pnl. A

Bg.

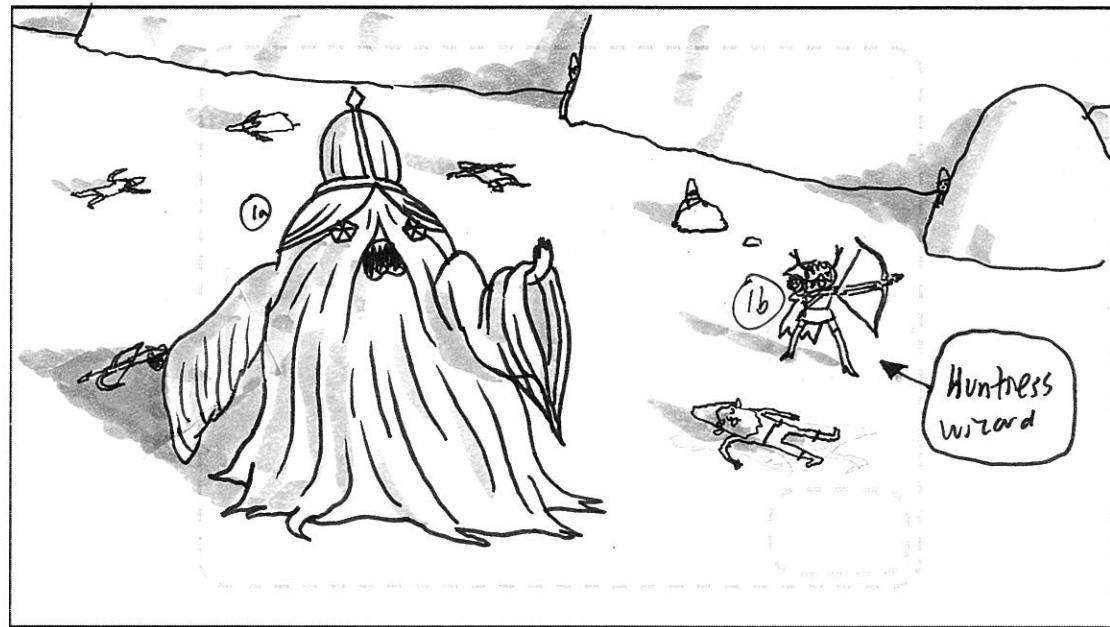
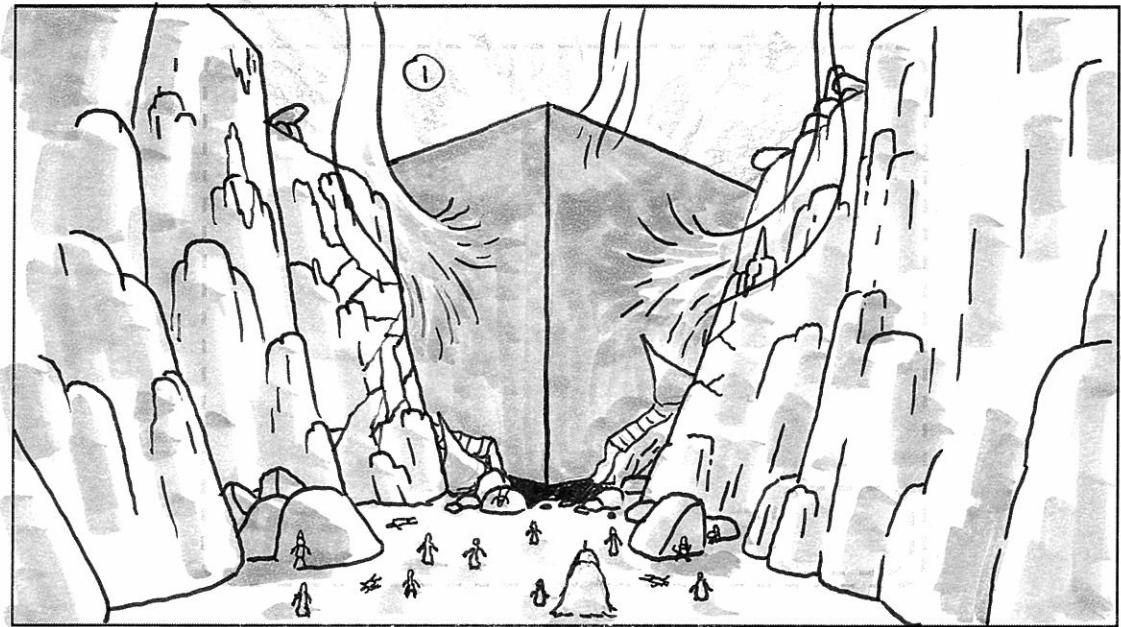
day night

Sc. 170

Pnl. A

Bg.

day night



EPISODE #

1014-155

ADVENTURE TIME

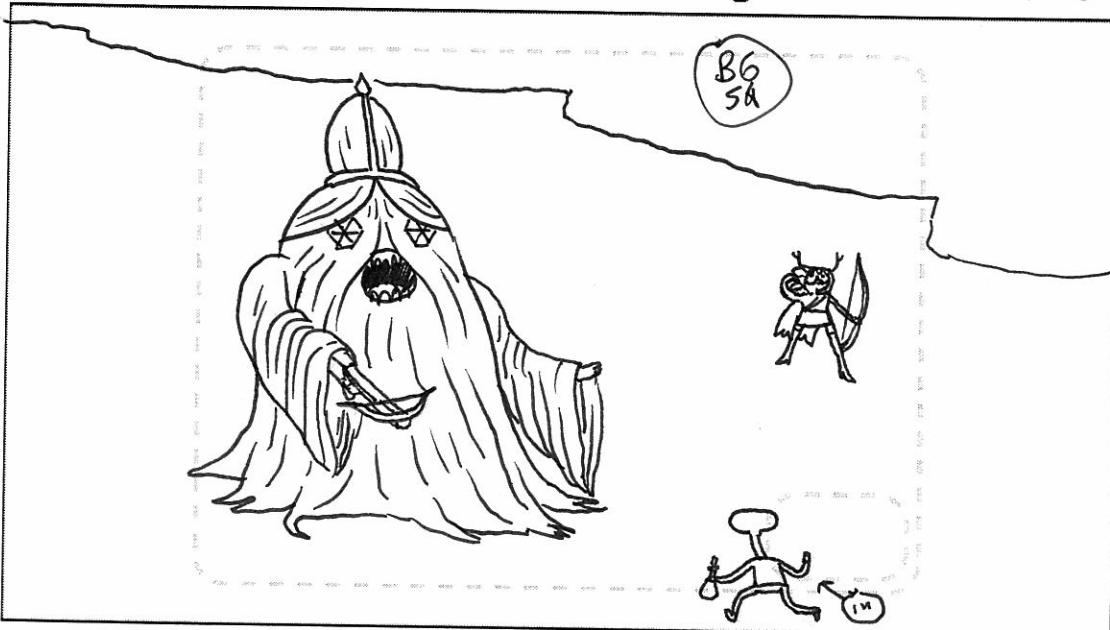


Sc. 170

Pnl. B

Bg.

day night

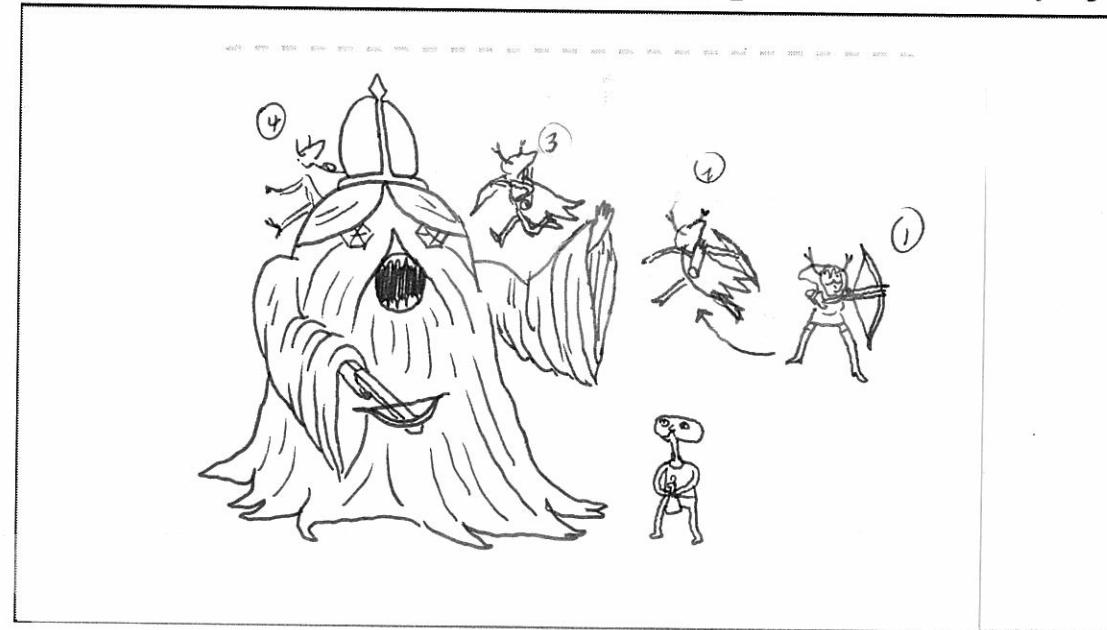


Sc.

Pnl. C

Bg.

day night



Dialog:

GMW! RON JAMES!

Gm ~~all~~/ what took

Action:

Ron James runs on screen

Timing:

Production :

EPISODE #

1014-155

Page 185

ADVENTURE TIME

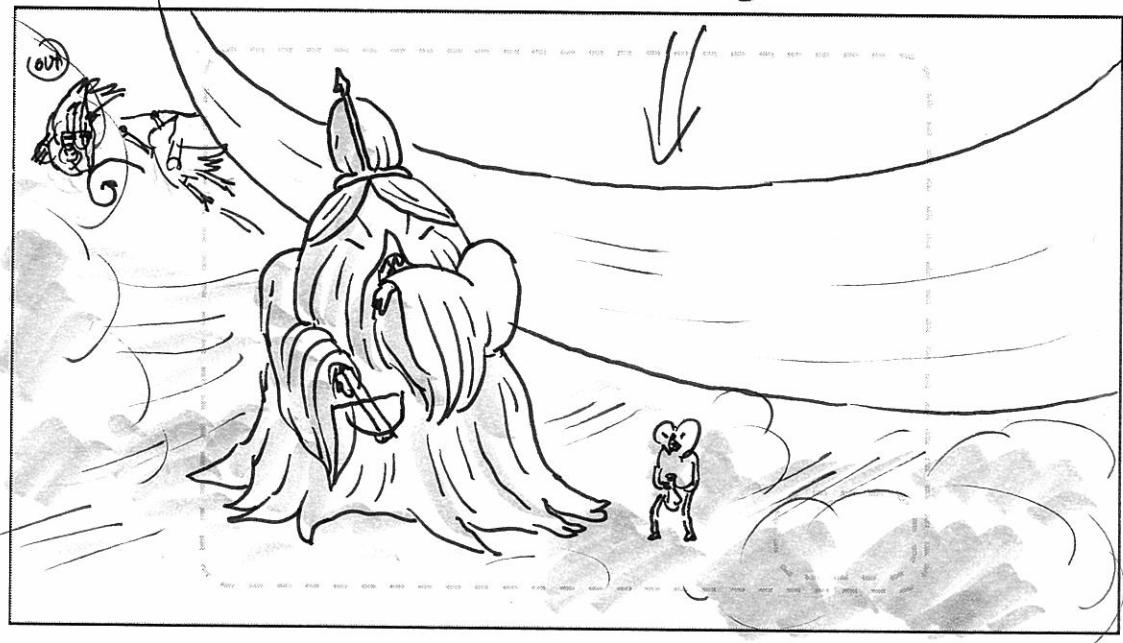


Sc. 170

Pnl. D

Bg.

day night

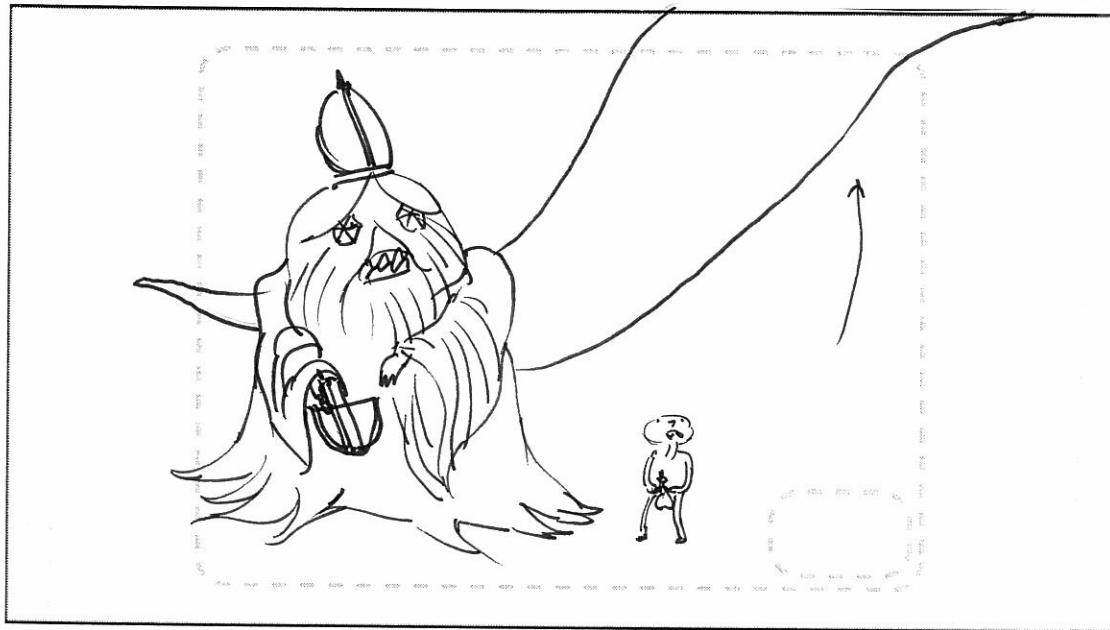


Sc.

Pnl. E

Bg.

day night



Page 186

EPISODE #

1014-155

Dialog:

Bella Noche! GLWARGHCH!
=BWoom!=

GMWI - YOV !?

Action:

Huntress wizard flips away from tentacle

Timing:

Production :

ADVENTURE TIME



Page 187

Sc. 171

Pnl. A

Bg.

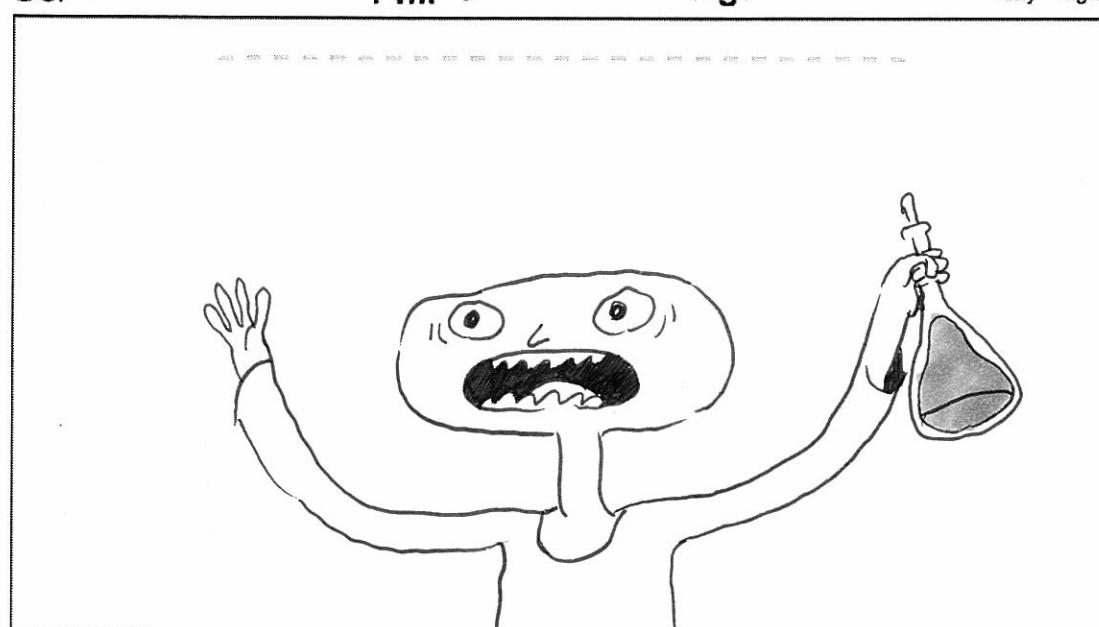
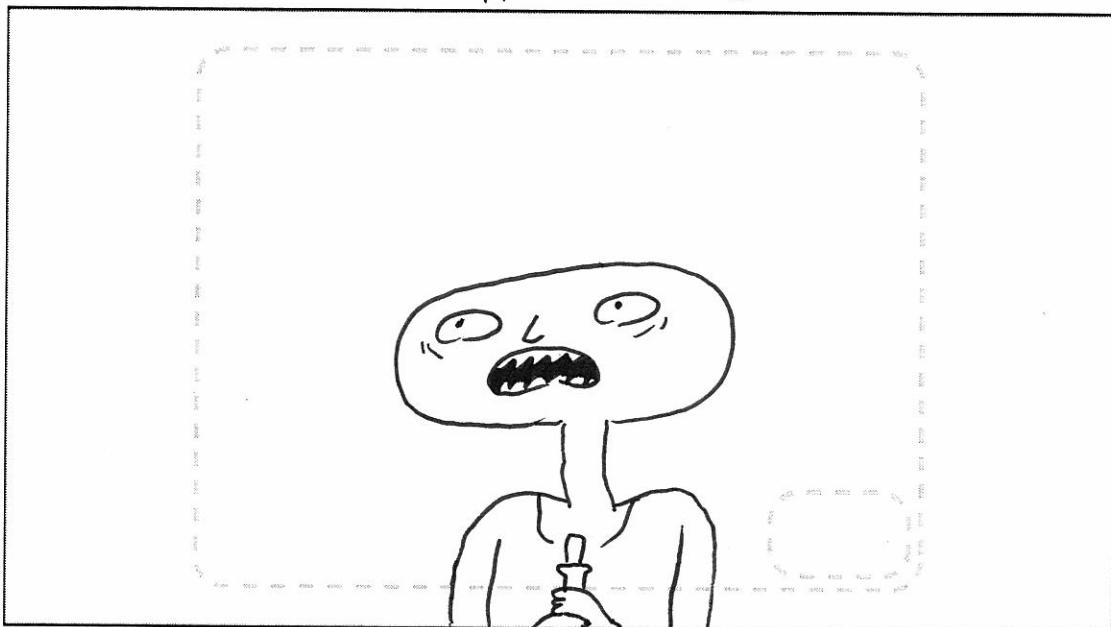
day night

Sc.

Pnl. B

Bg.

day night



Dialog:
Ron James! Yo my lab got
creamed!

RJ! I had to dummy rig an alchemical
filter out of a dirty bidé
and a vaporizer!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME

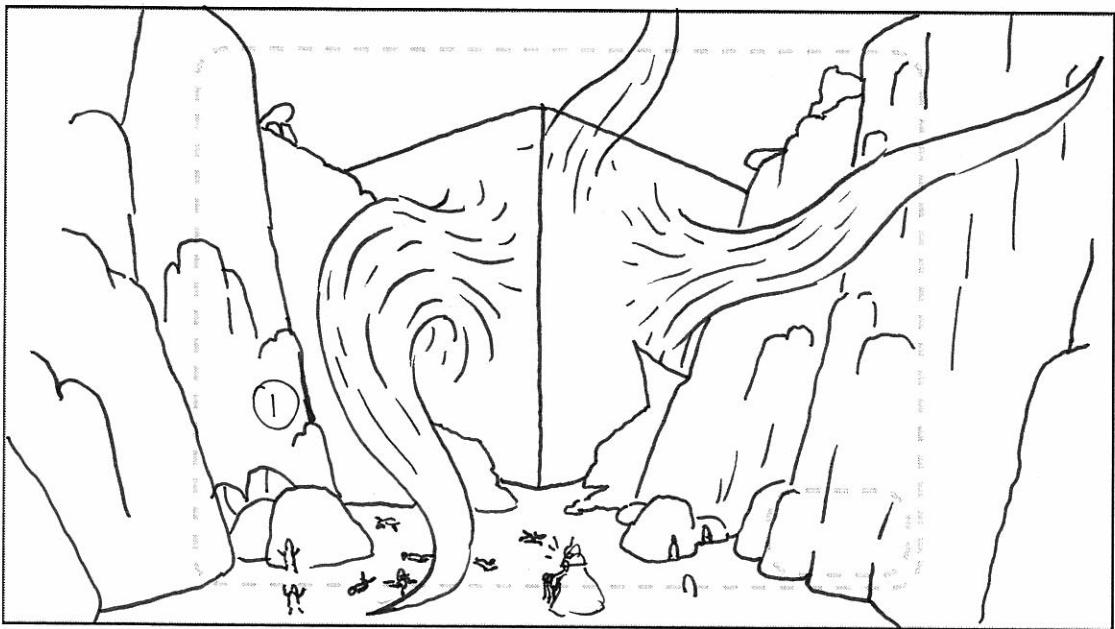


Sc. 172

Pnl. A

Bg.

day night

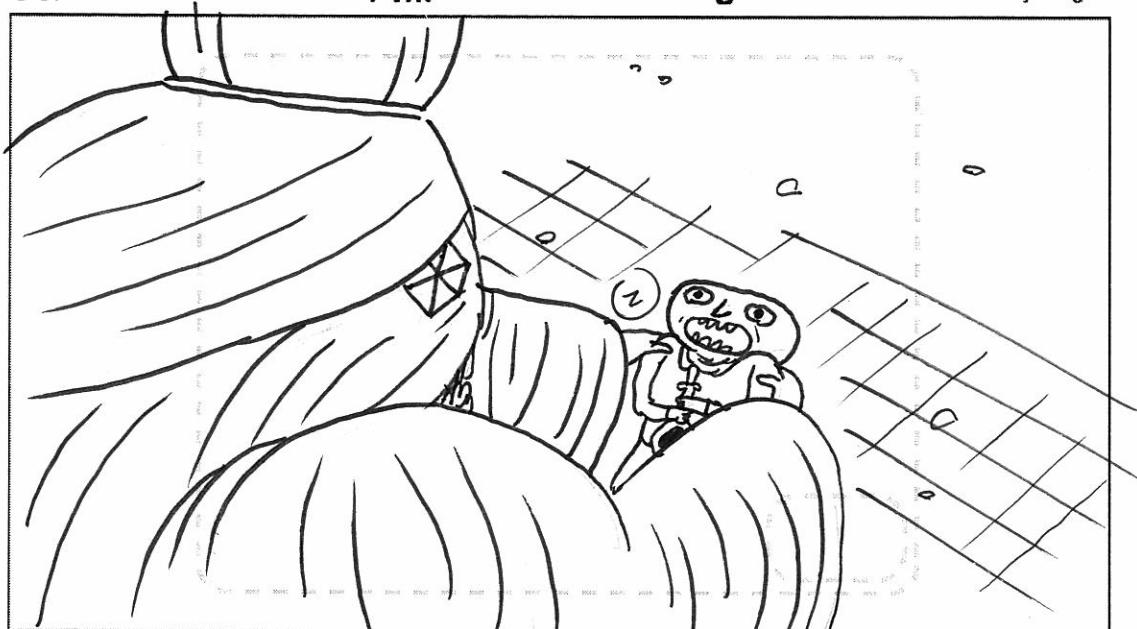


Sc. 173

Pnl. A

Bg.

day night



Page 188

EPISODE #

1014-155

Production :

Dialog:

G.M.W / BUT WILL THE double
negative magic work??!

R.J / ① Heck yeah
② Ron James-(cont)

Action:



Timing:



ADVENTURE TIME

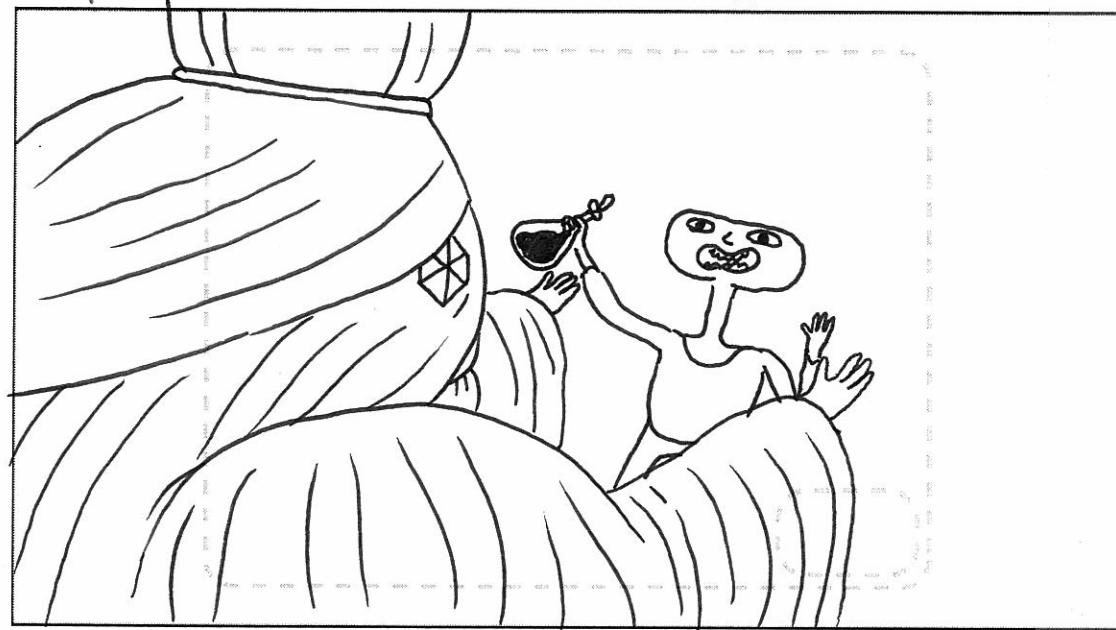


Sc. 173

Pnl. B

Bg.

day night



Sc.

Pnl. C

Bg.

day night



Dialog: RJ (cont) / - Always delivers!

RJ / ① check it ② out brotha!

Action:

Timing:



EPISODE #

Production :

1014-155

Page 189

ADVENTURE TIME



Sc. 173

Pnl. D

Bg.

day night

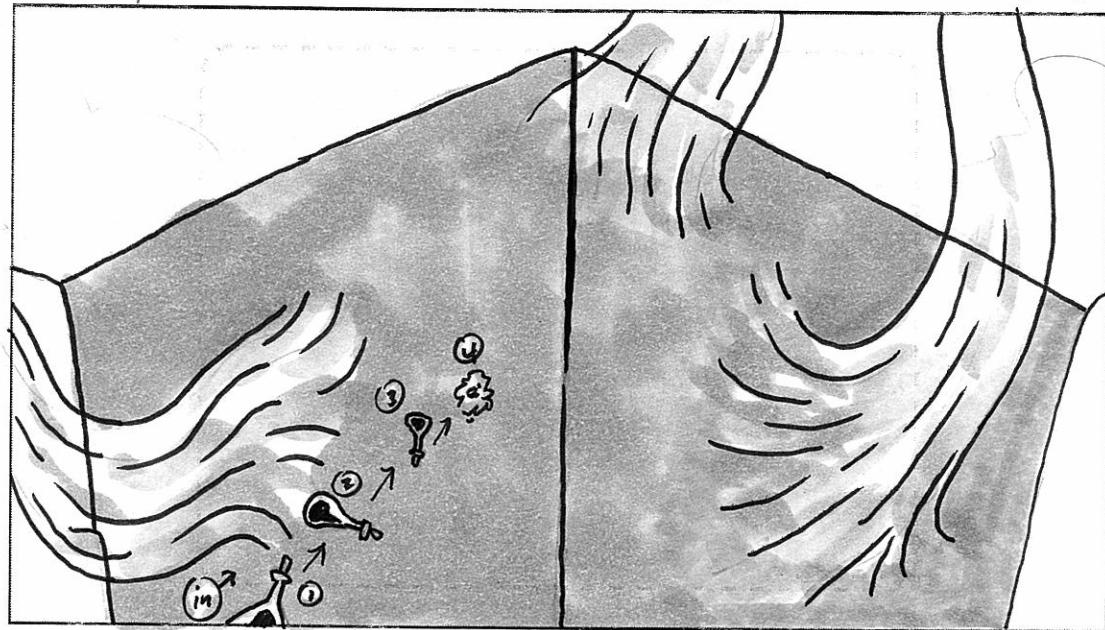


Sc. 174

Pnl. A

Bg.

day night



Page 190

Dialog:

RJ/① YAAA! ②

RJ (lost)/ IN YOUR FACE!

: smash:

Action:



Timing:

Production :

1014-155

EPIISODE #

ADVENTURE TIME



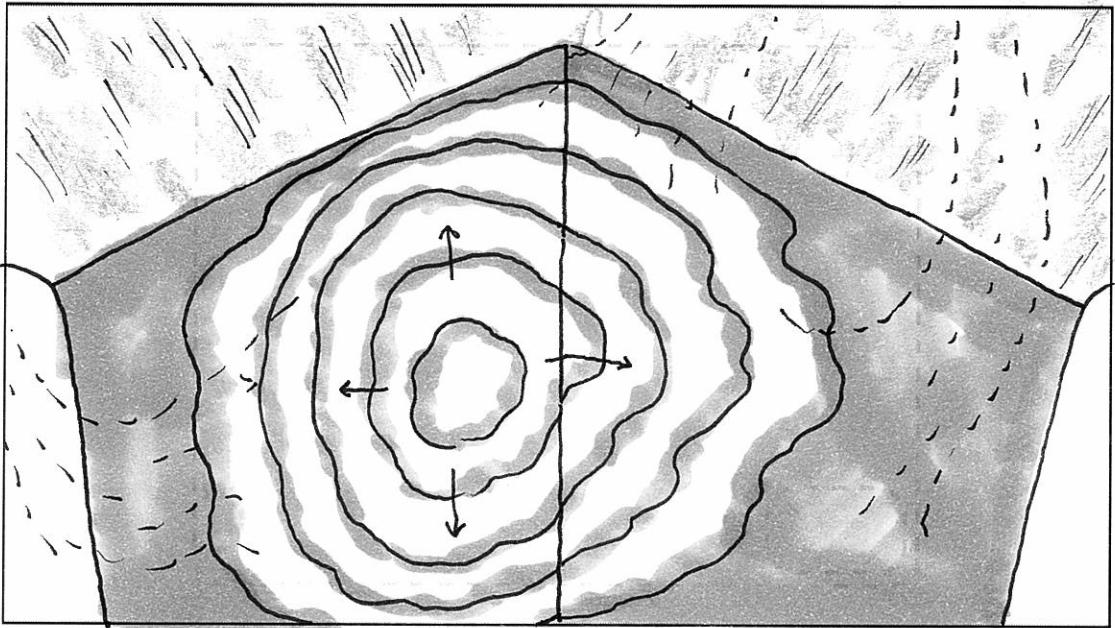
Page 191

Sc. 174

Pnl. B

Bg.

day night

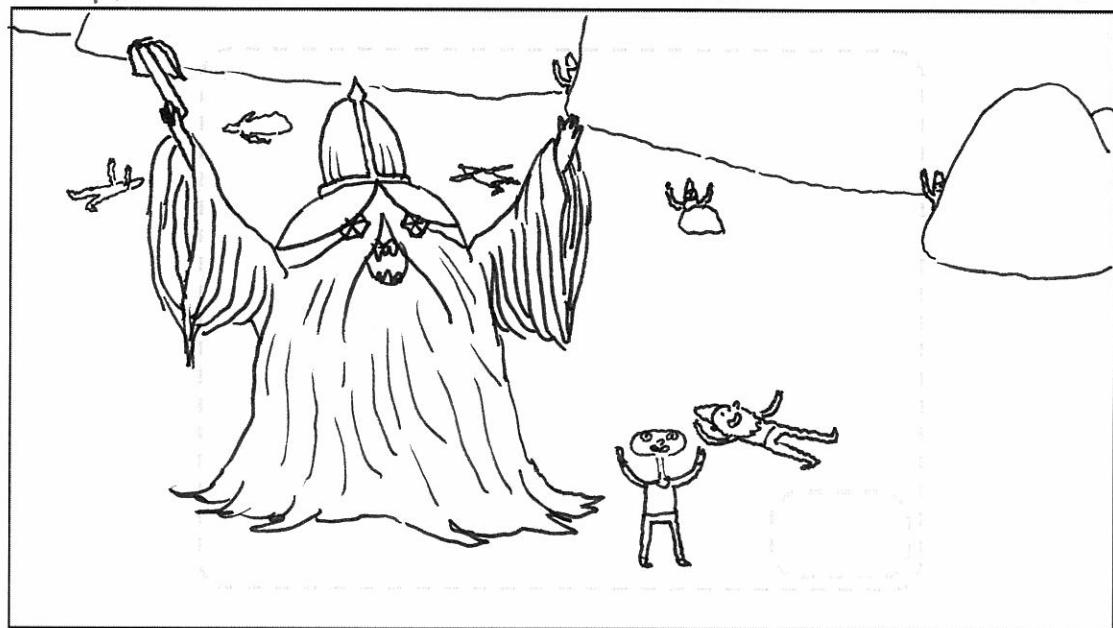


Sc. 175

Pnl. A

Bg.

day night



Dialog:

Bella Noche! GAHHH!!

Wizard Walla! Yeahhh!!

Action:

tentacles evaporate
anti-magic spreads over cube
energy sprays out from top of cube

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



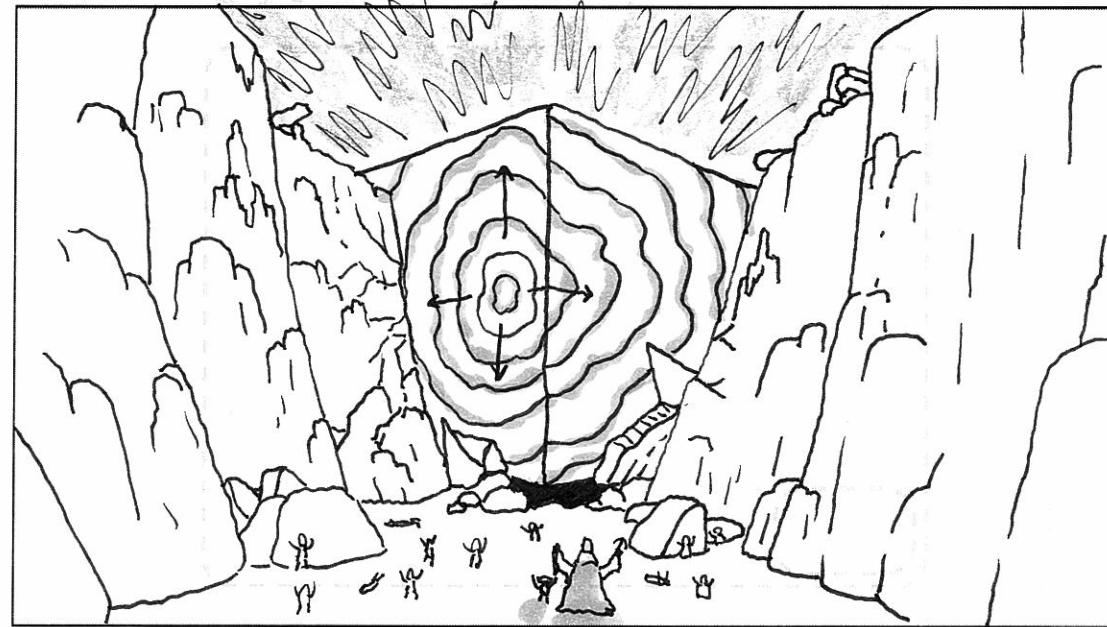
Page 192

Sc. 176

Pnl. A

Bg.

day night

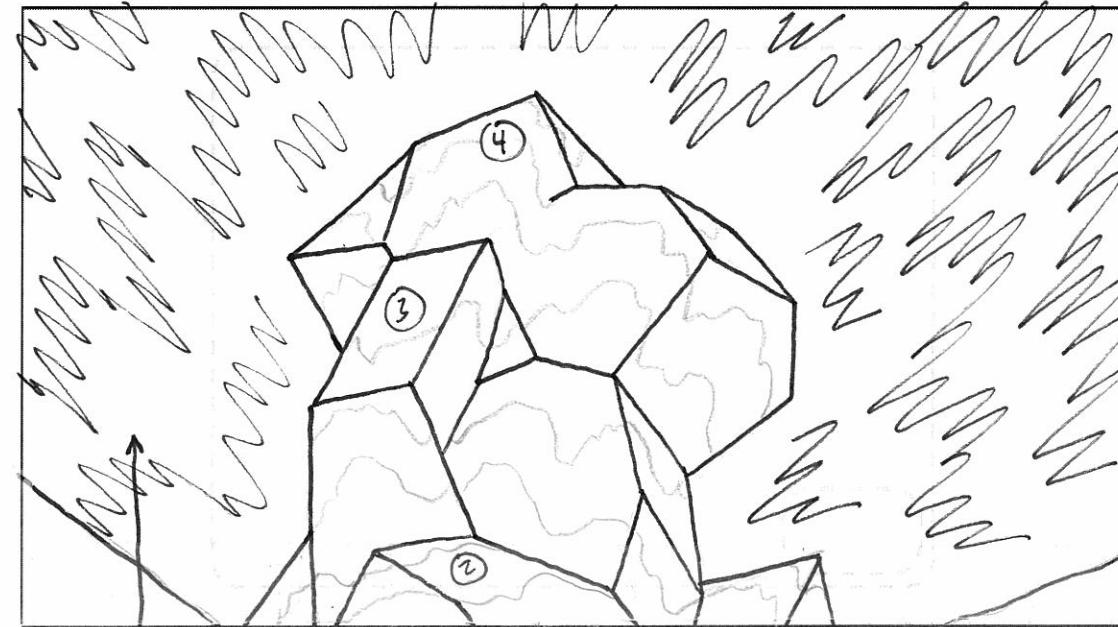


Sc.

Pnl. B

Bg.

day night

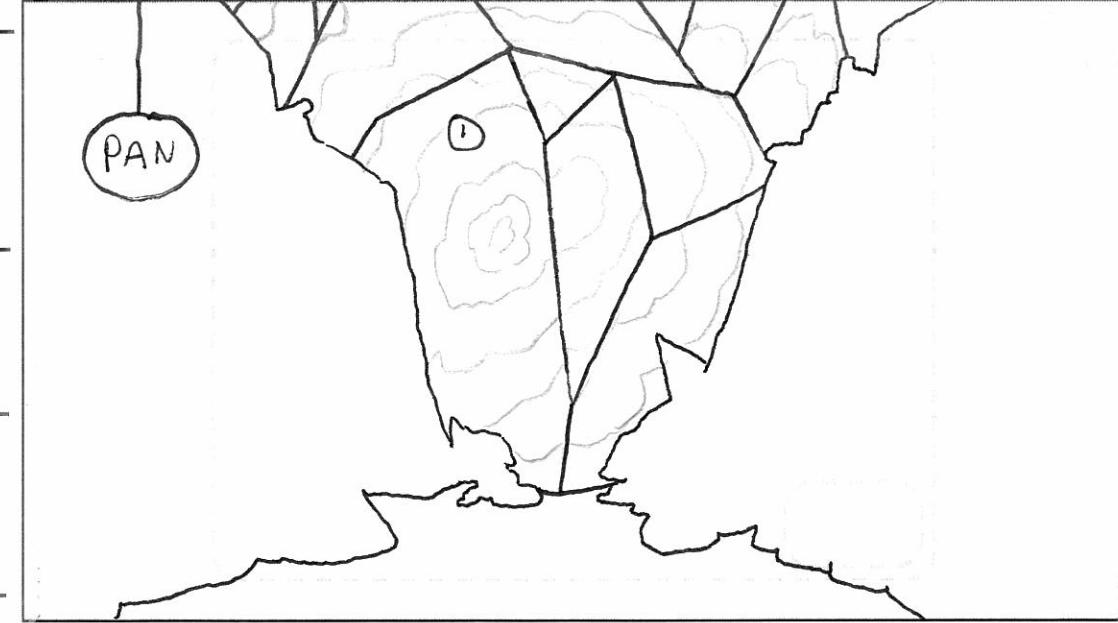


Dialog:

Bella Nock! AAAAGHH!!

Action:

Timing:



Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 193

Sc. 177

Pnl. A

Bg.

day night

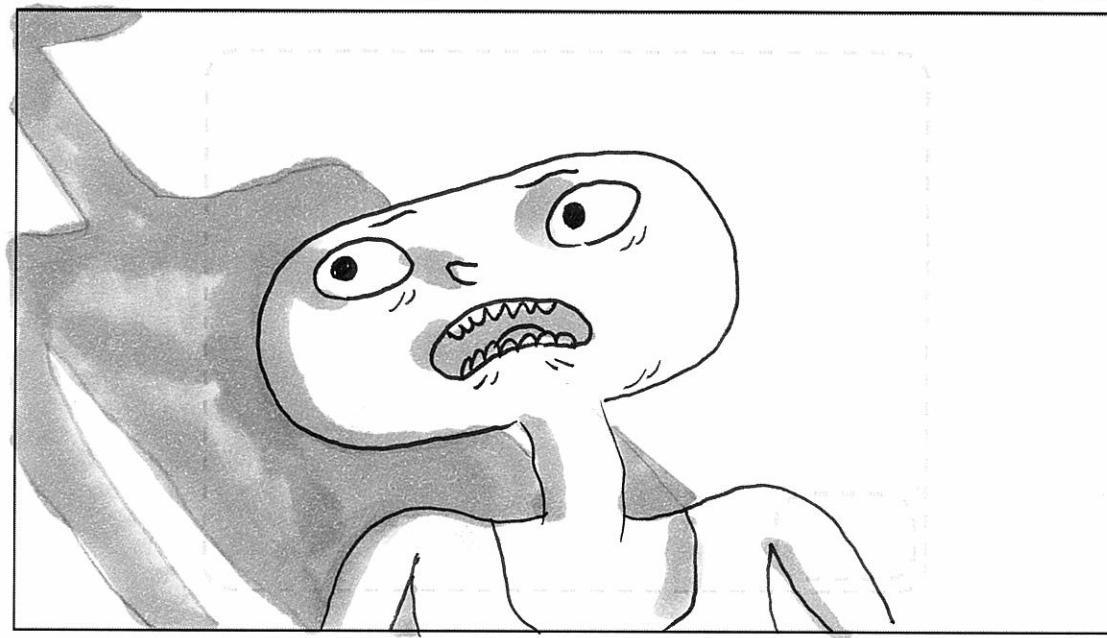


Sc. 178

Pnl. A

Bg.

day night



Dialog: GMW! RON JAMES WHAT THE STINK IS THAT!?

RJ! MY LAB CONDITIONS WERE NOT IDEAL!

Action:

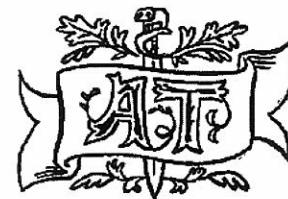
Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 194

Sc. 179

Pnl. A

Bg.

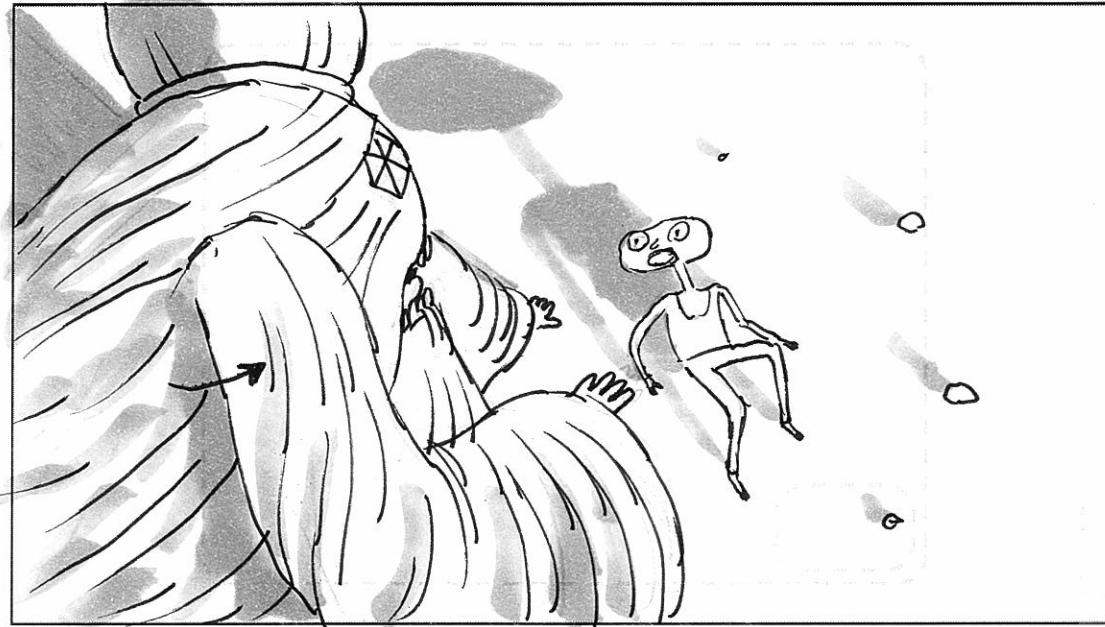
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

GMW! BUT YOU DID NOT DELIVER! → YOU DID NOT!!

Action:

Timing:



GMW shaking
Ron James
① → ② → ① → ②

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 195

Sc. 179

Pnl. C

Bg.

day night

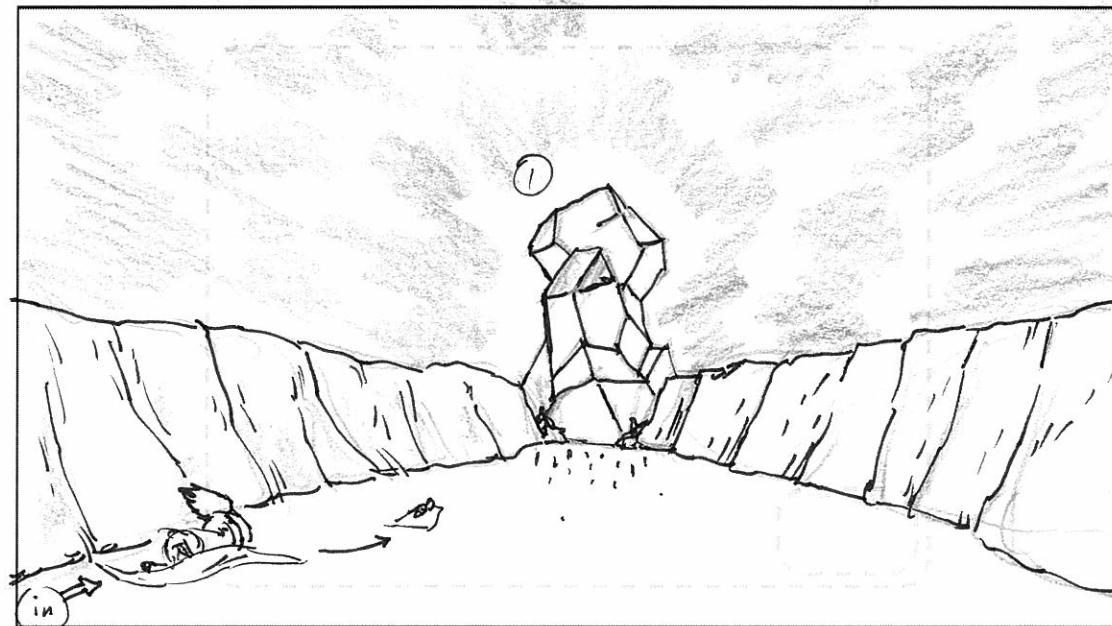


Sc. 180

Pnl. A

Bg.

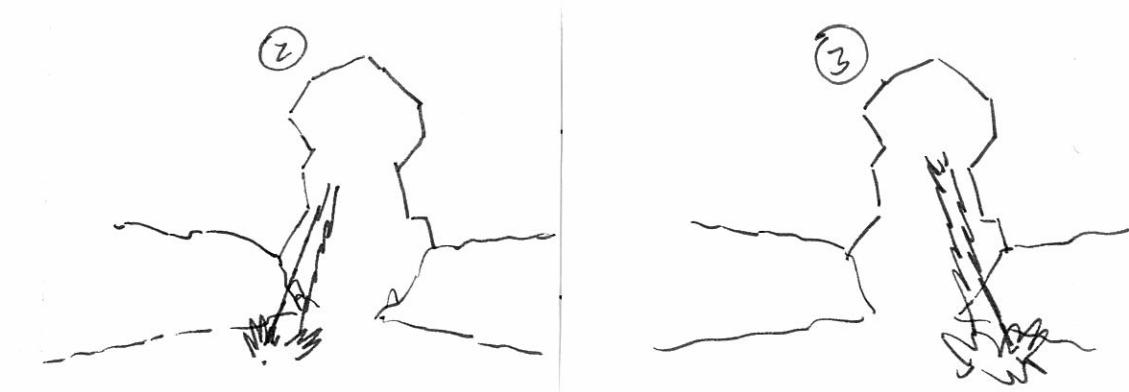
day night



Production :

EPISODE #

1014-155



ADVENTURE TIME



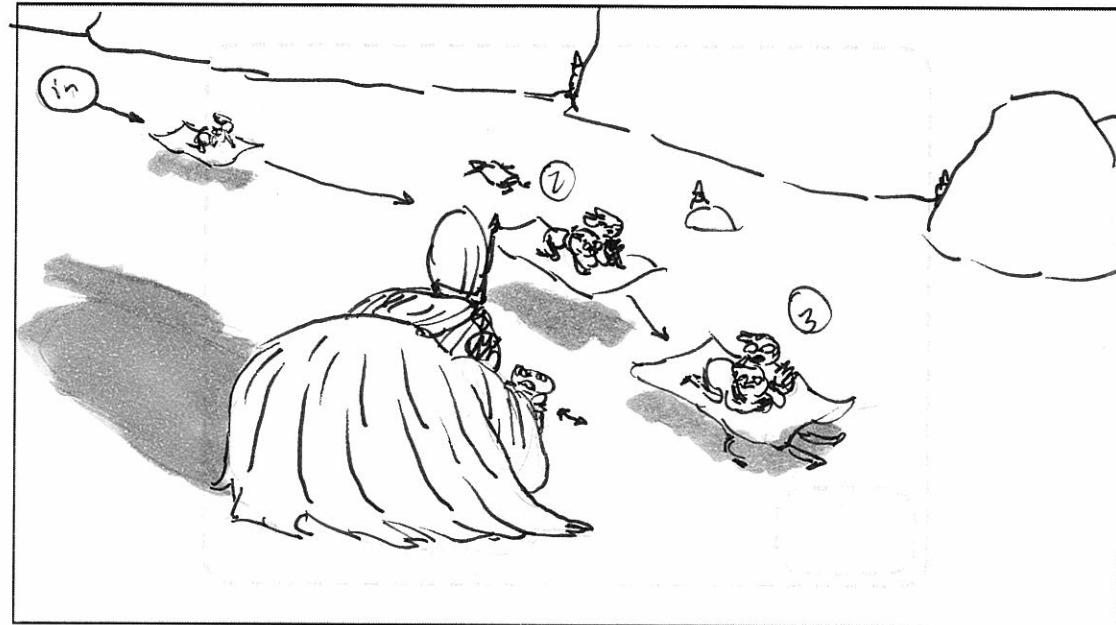
Page 196

Sc. 181

Pnl. A

Bg.

day night

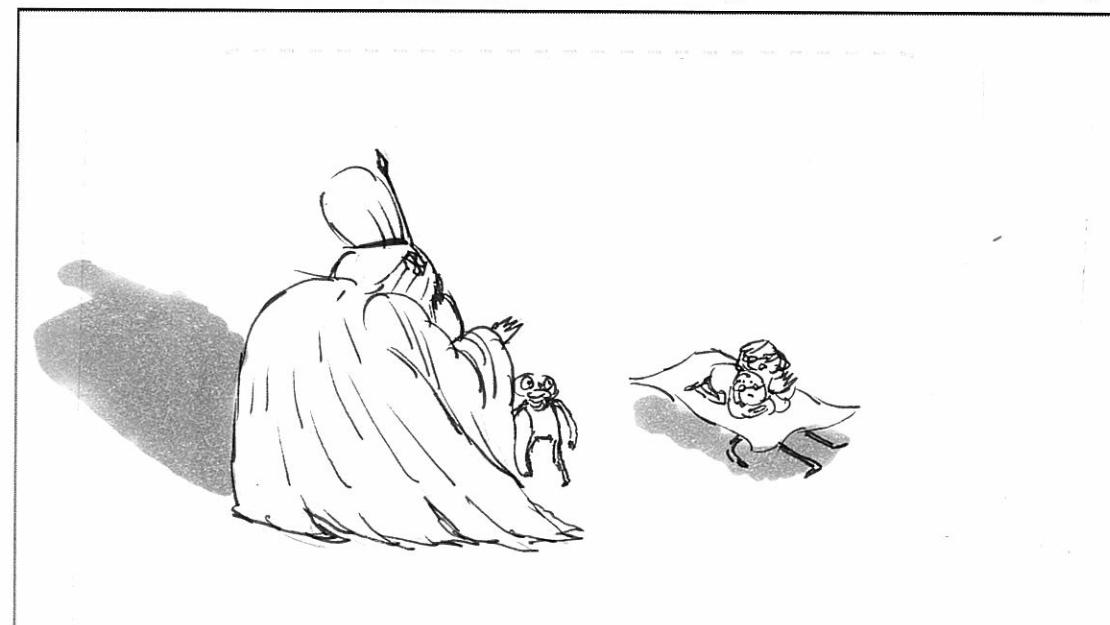


Sc.

Pnl. B

Bg.

day night



Dialog:

Betty / We're here to help !

GW + RJ / Help how??

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



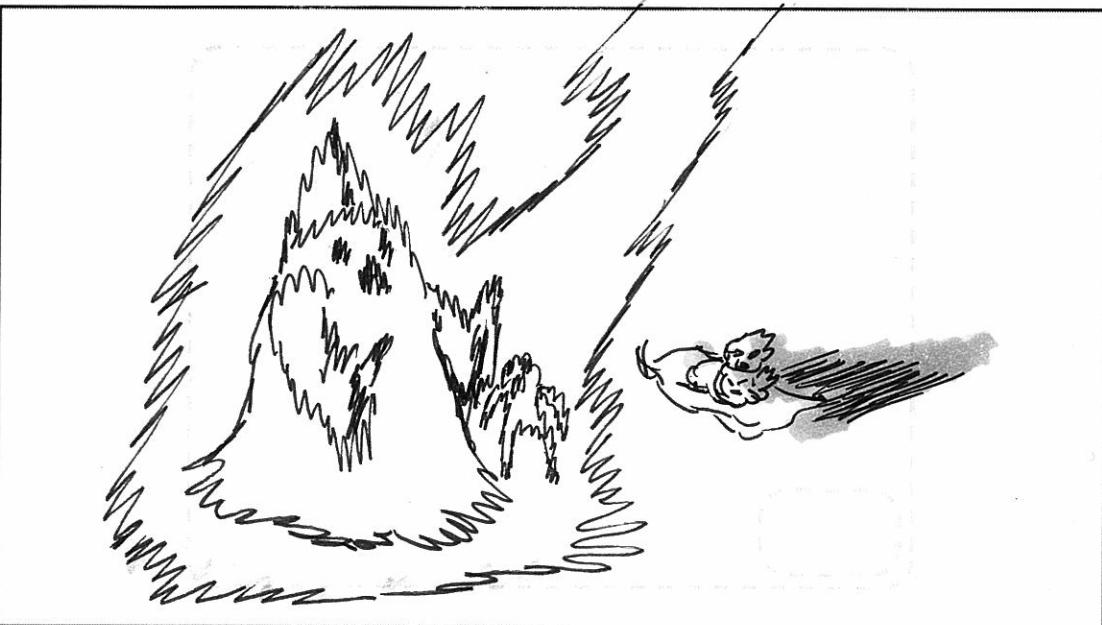
Page 197

Sc. 181

Pnl. C

Bg.

day night

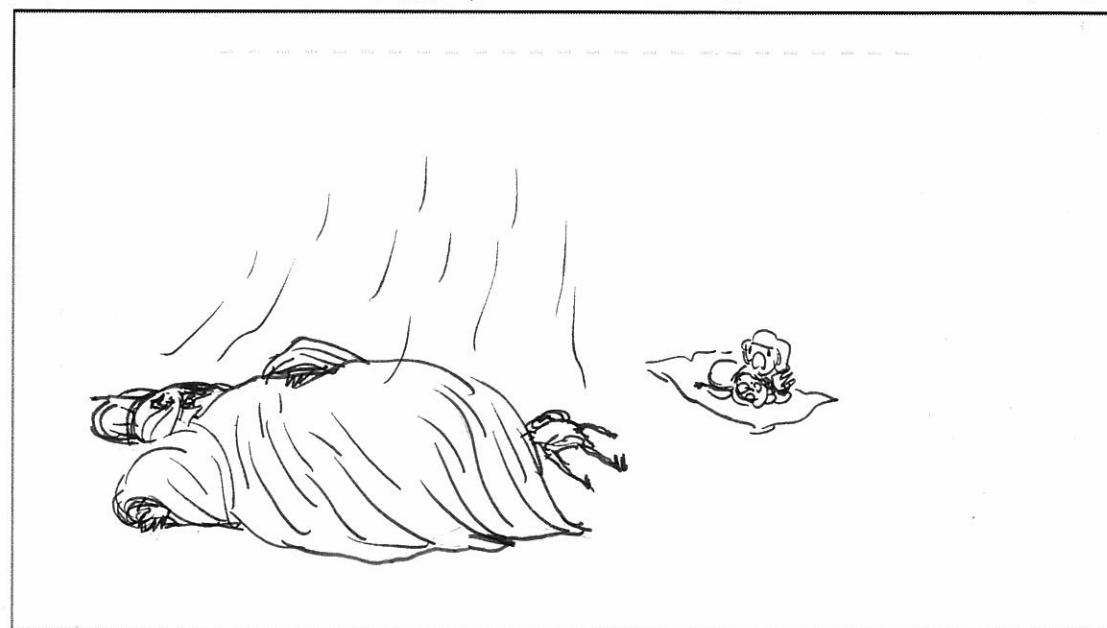


Sc.

Pnl. D

Bg.

day night



Dialog:

ZAP

RJ+GMW/ ughhh

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 198

Sc. 182

Pnl. A

Bg.

day night

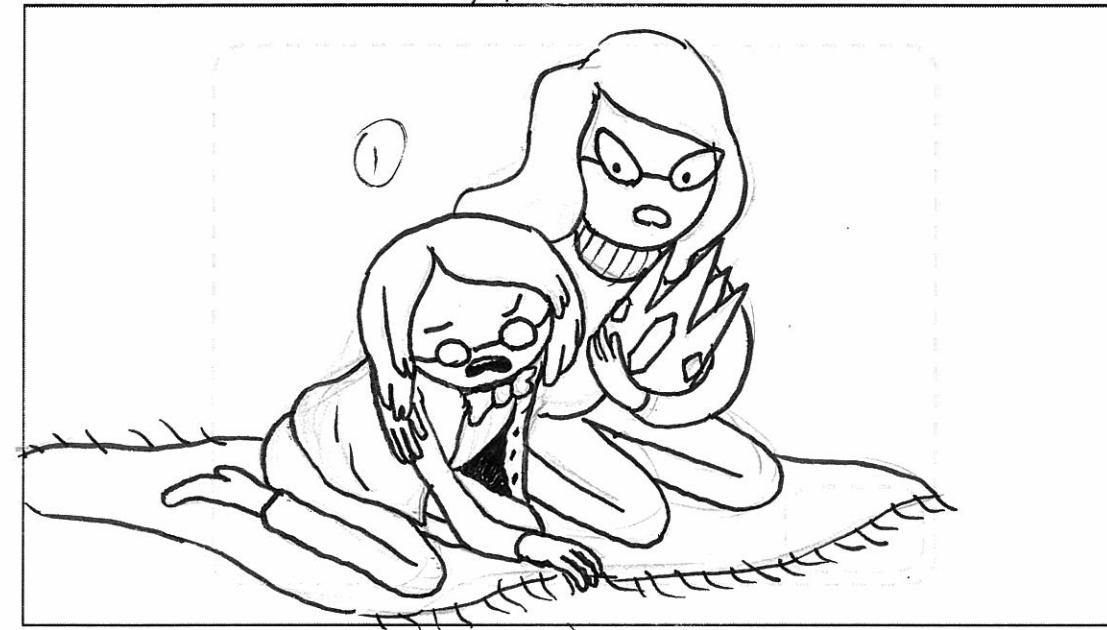


Sc. 183

Pnl. A

Bg.

day night



Dialog:

GMW! We're toast bro...
all magic is lost...

Simon! unh!

Action:

Timing:



Production :

EPISODE #

1014-155

ADVENTURE TIME



Sc. 183

Pnl. B

Bg.

day night



Sc. 184

Pnl. A

Bg.

day night



Dialog:

Betty / Simon!

Simon / OOFF!



Production :

EPISODE #

1014-155

Page 199

1014-155

ADVENTURE TIME



Page 208

Sc. 184

Pnl. B

Bg.

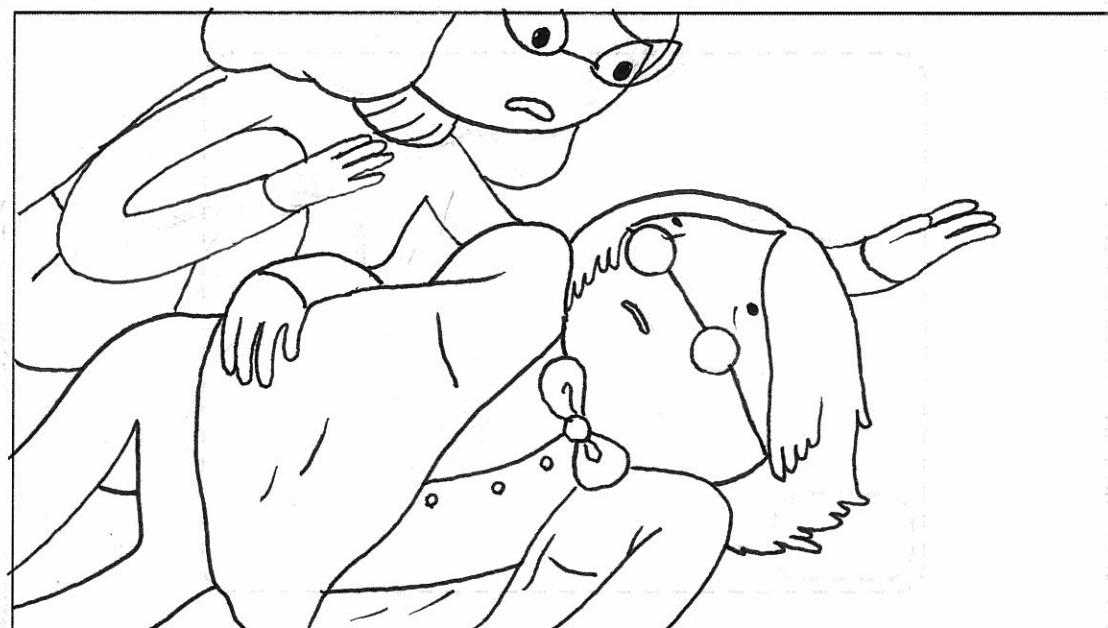
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

Betty! Hey dont scare me like that! →

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 201

day night

Sc.

Pnl.

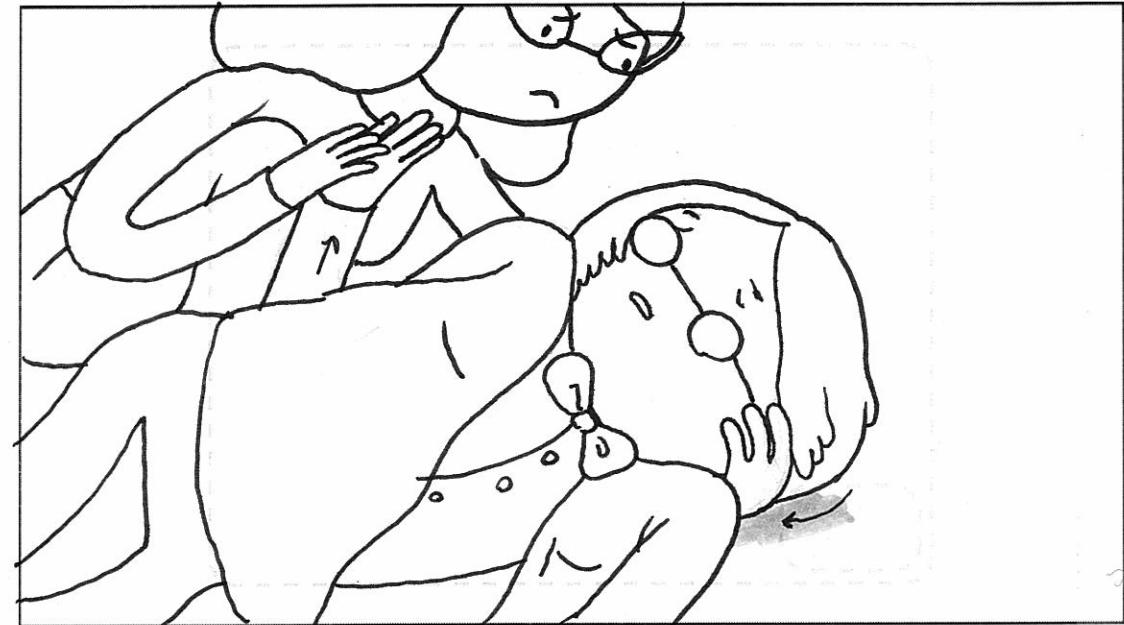
Bg.

day night

Sc. 184

Pnl. C D

Bg.

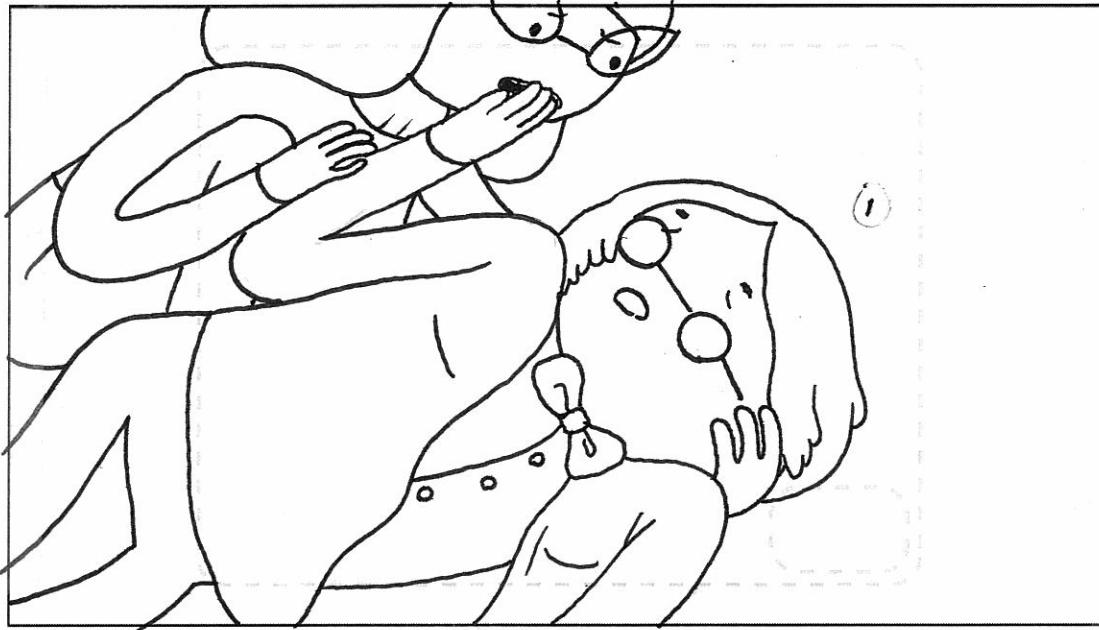


Sc.

Pnl.

Bg.

day night



Dialog:

Simon! No time for "scare"

Action:

Timing:

S/① ..just hold my hand
②to your face



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 202

Sc. 185

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:
S/... this will be my last sensation...

Betty! DON'T -

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 203

Sc. 185

Pnl. C

Bg.

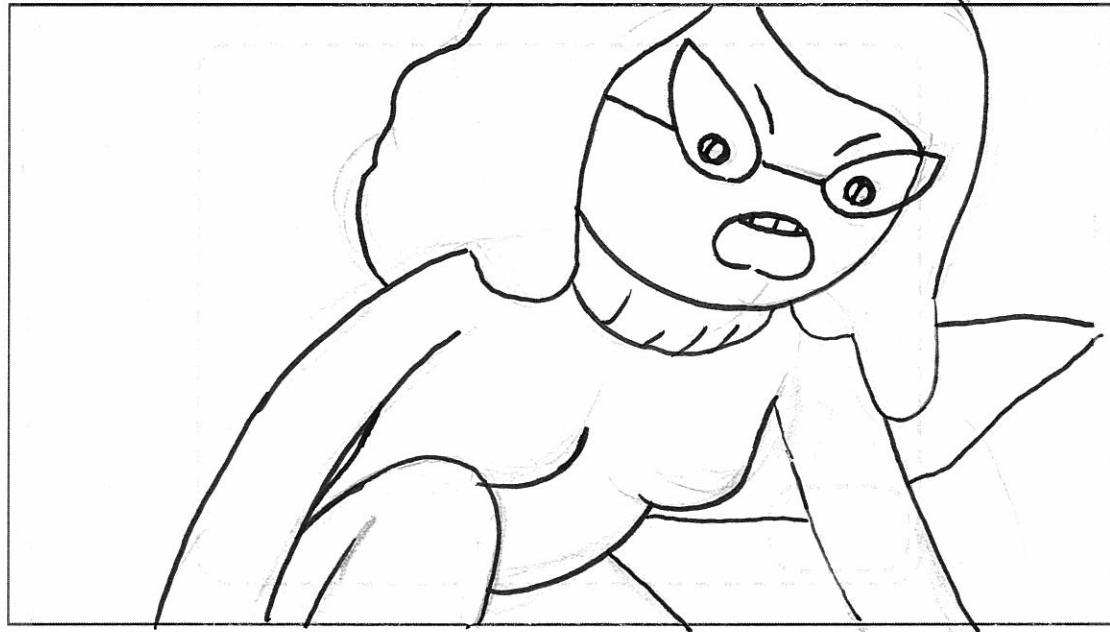
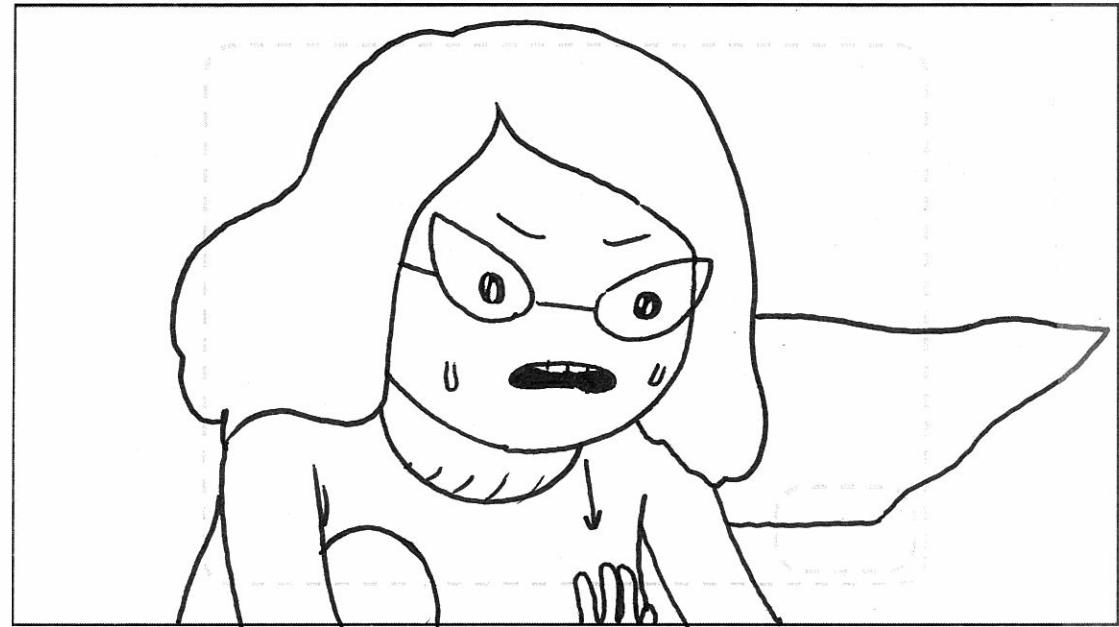
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

Betty/(cont) - BE A -

B) - WIMP -

Action:

pull down hand

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 204

Sc. 186

Pnl. A

Bg.

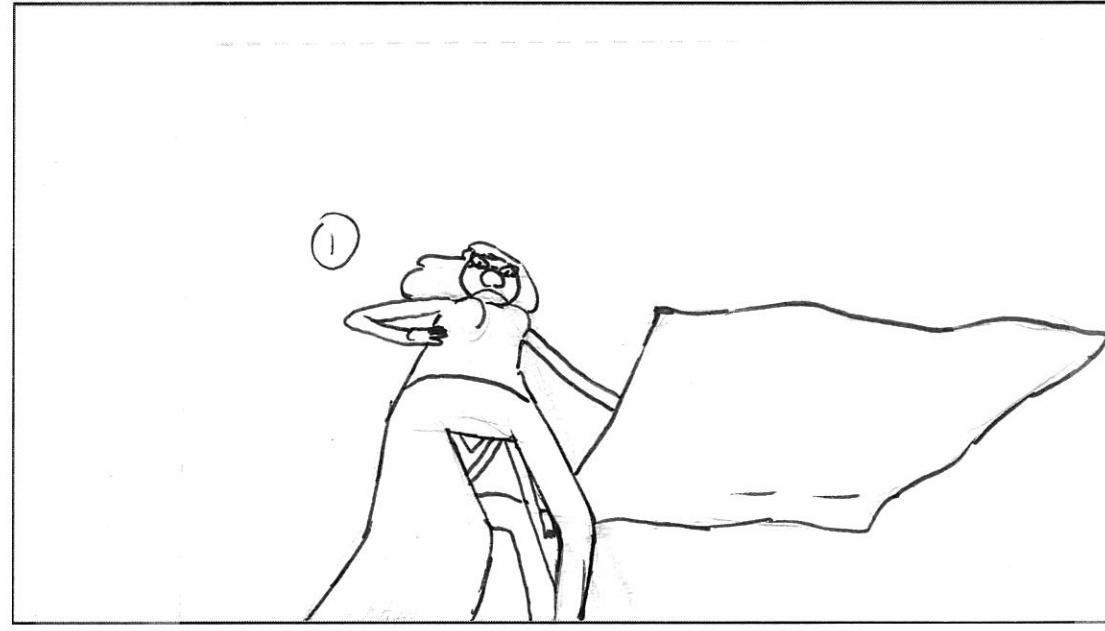
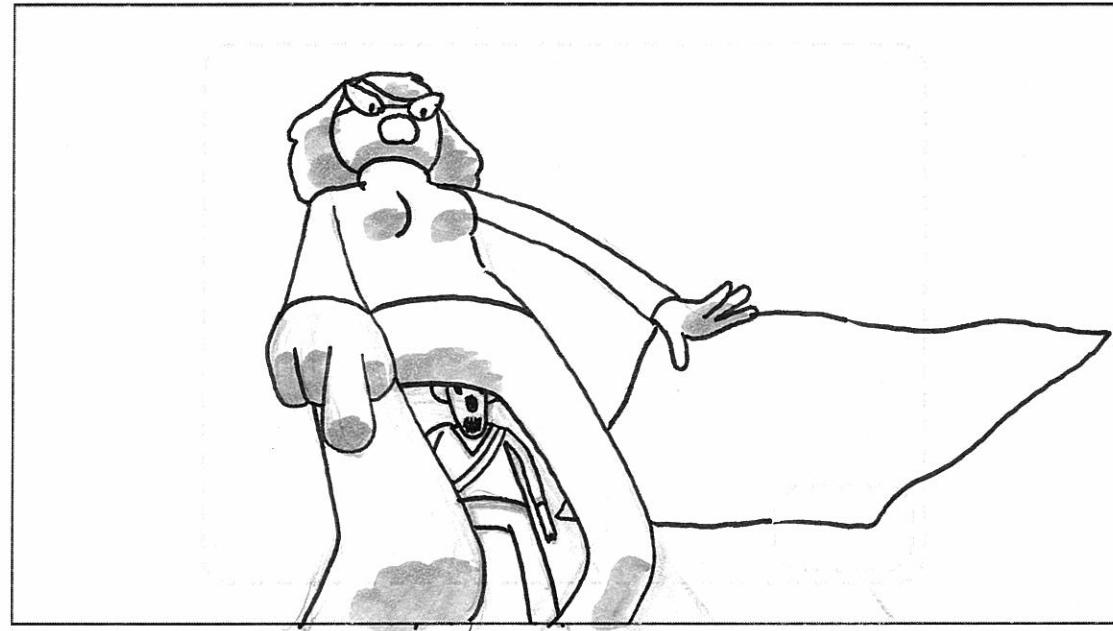
day night

Sc.

Pnl. B

Bg.

day night



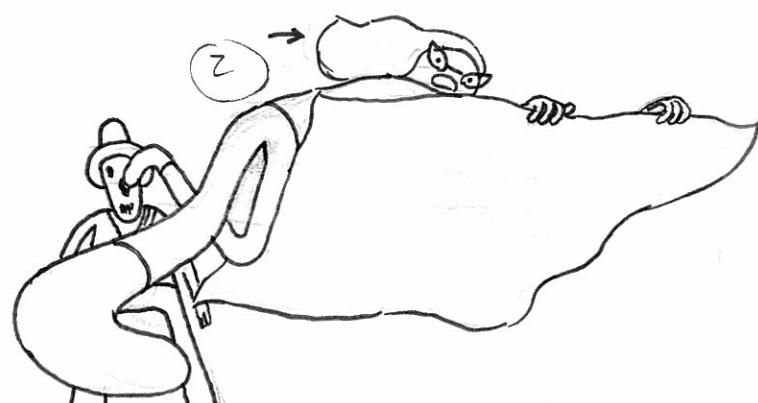
Dialog:

B/-SIMON!

Action:

Timing:

Betty/① just give ② me a



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 265

Sc. 186

Pnl. C

Bg.

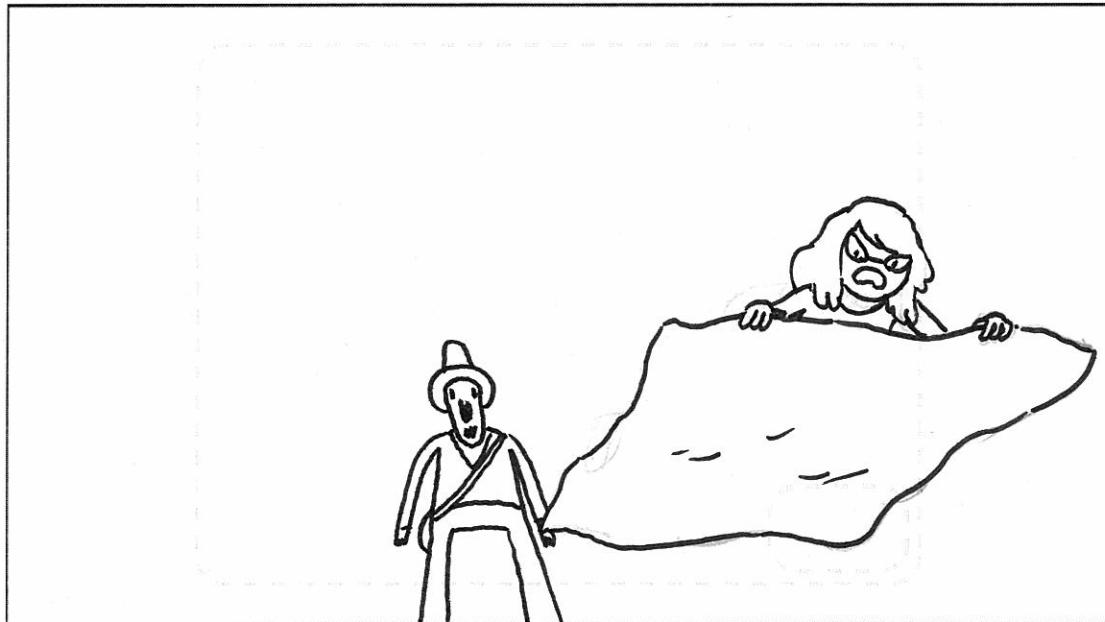
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

B-a second!

Death! You got about 15 seconds

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 206

Sc. 187

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

hair waving in the wind

Timing:

Production :

1014-155

ADVENTURE TIME



207

Page _____

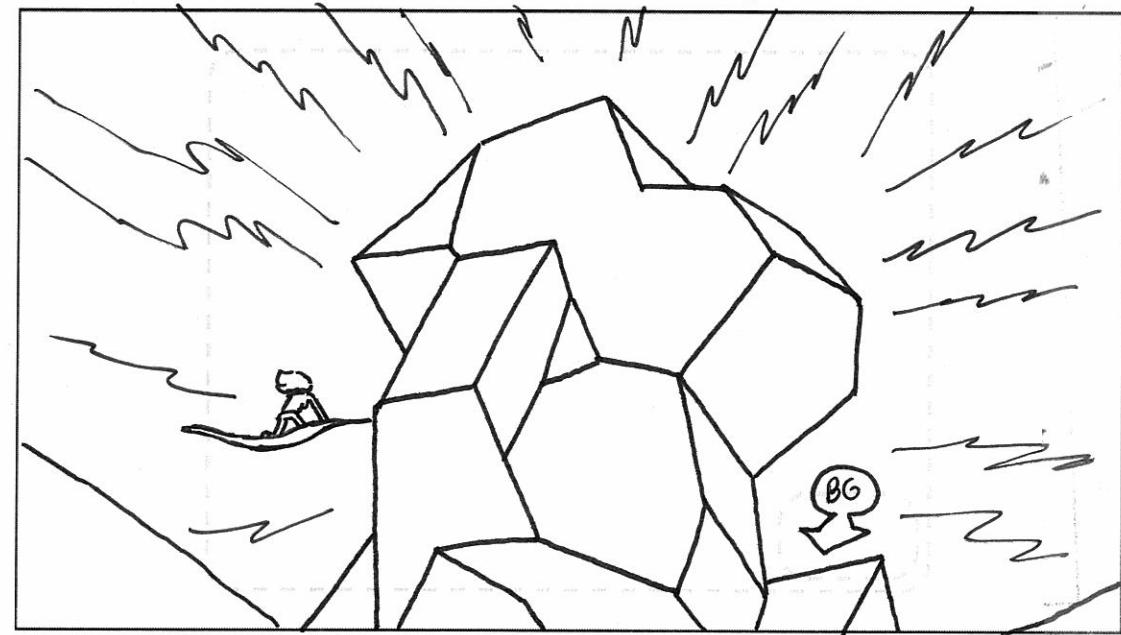
Sc. 188

Pnl. A

Bg.

day night

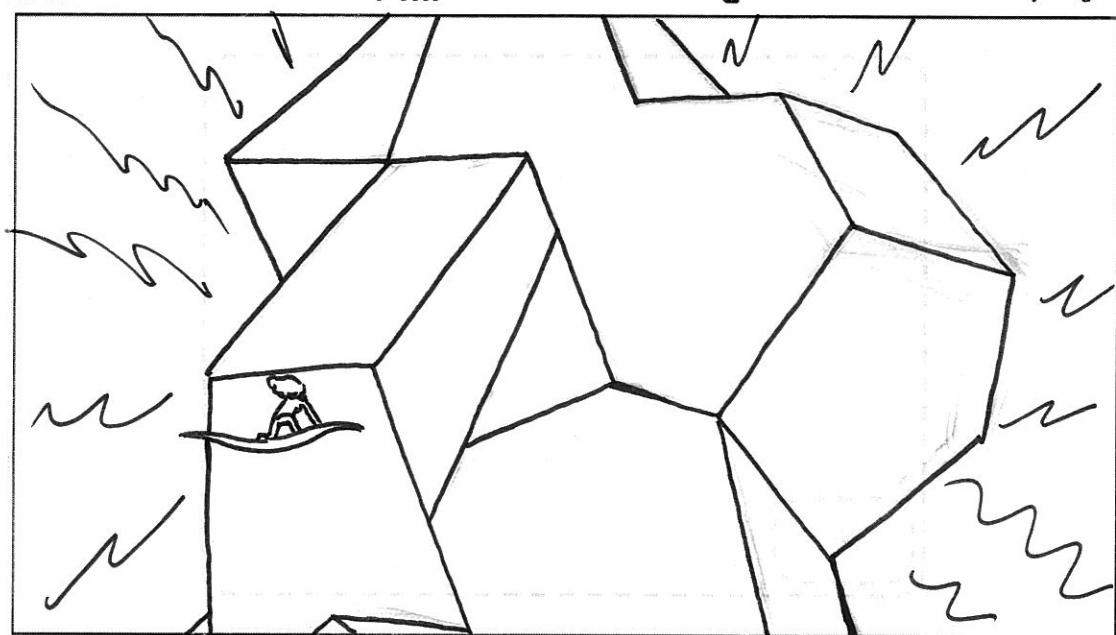
Sc.



Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

Production :

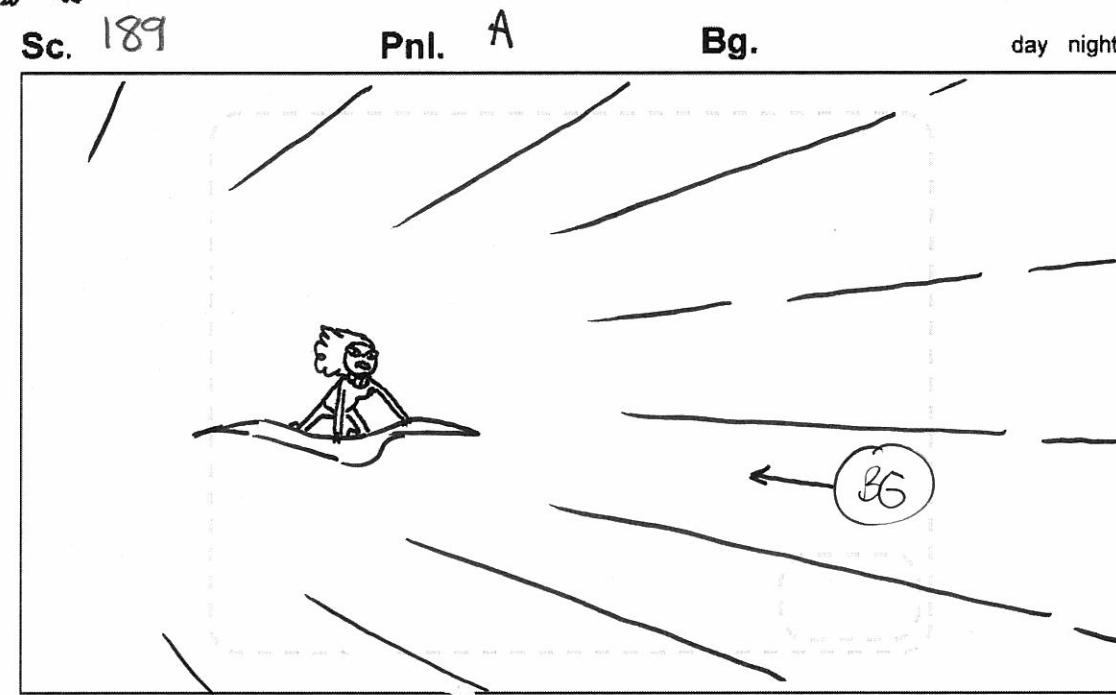
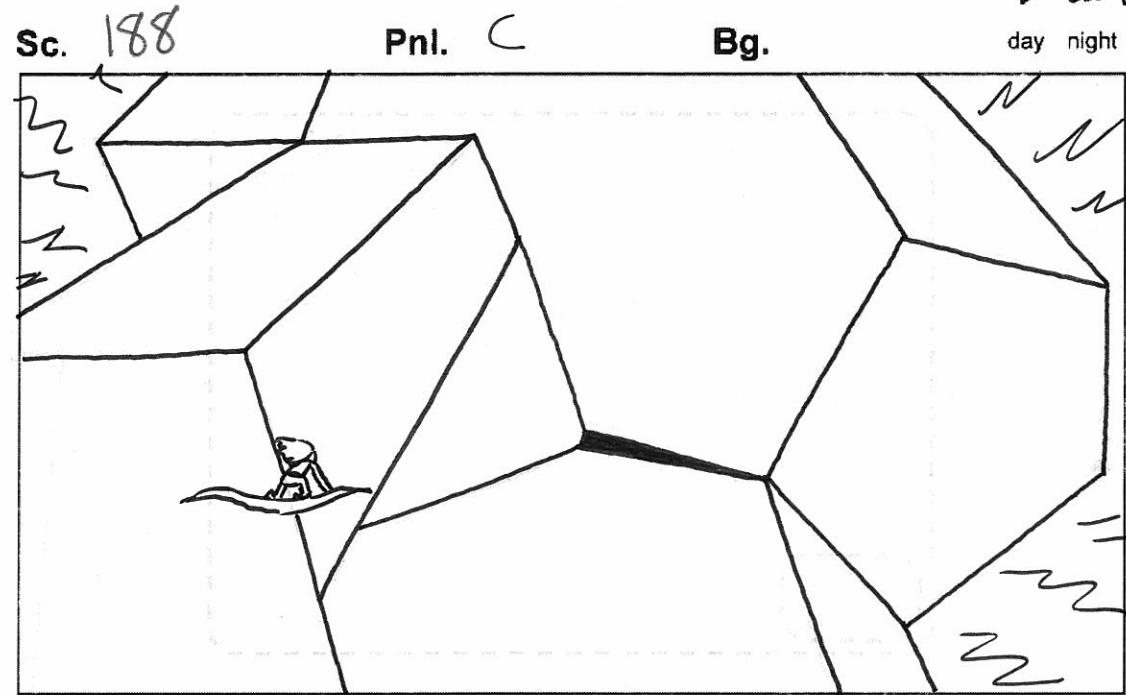
EPISODE #

1014-155

ADVENTURE TIME



Page 208



Dialog:	
Action:	
Timing:	

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 209

Sc. 189

Pnl. B

Bg.

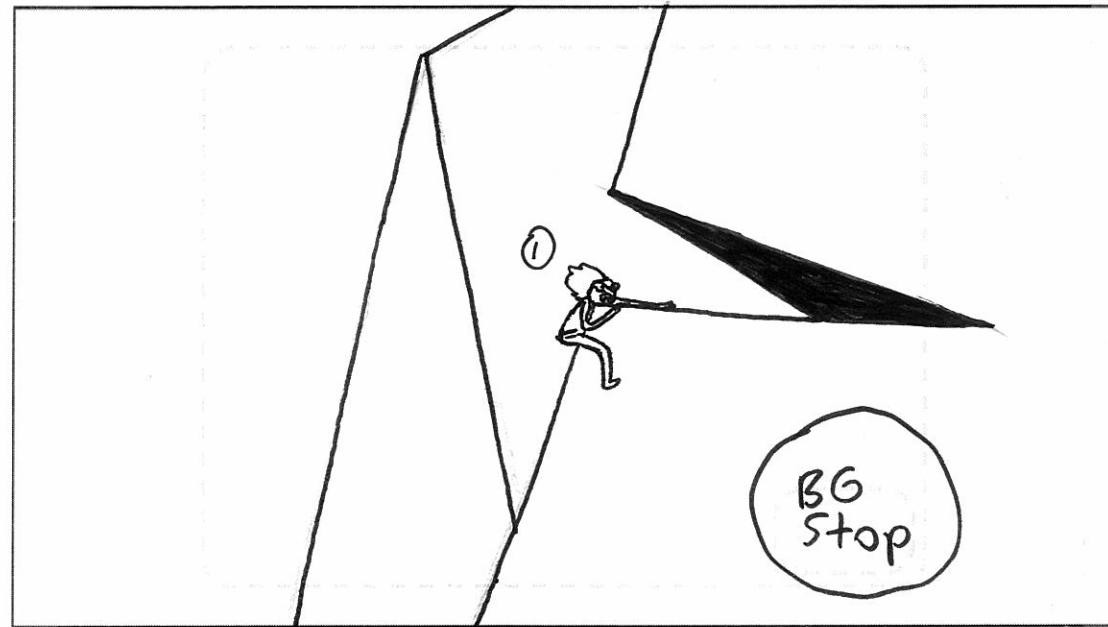
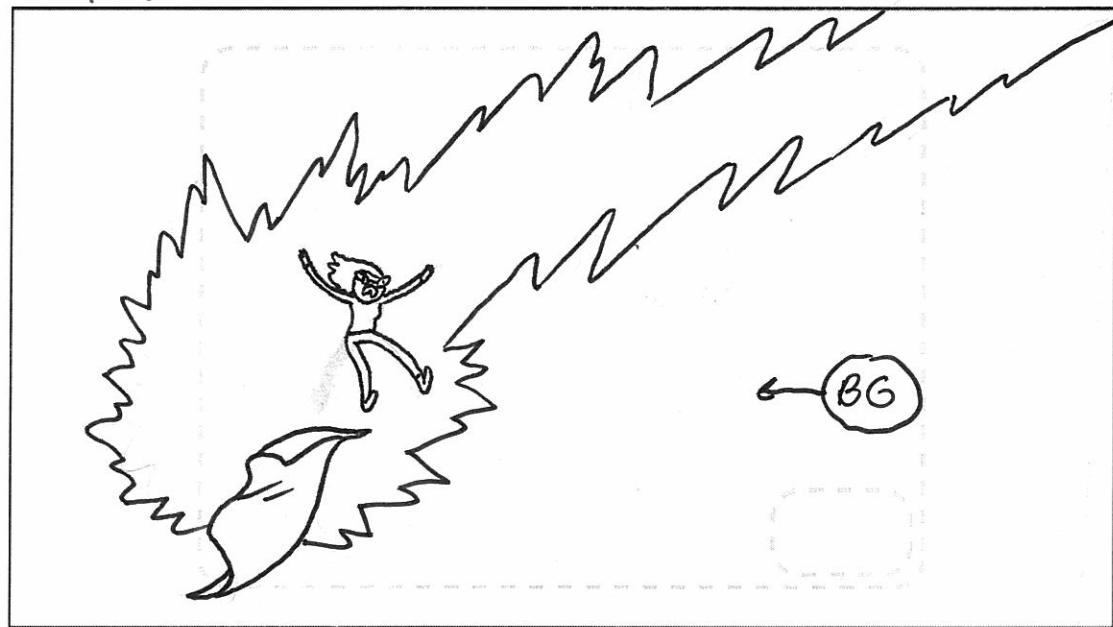
day night

Sc.

Pnl. C

Bg.

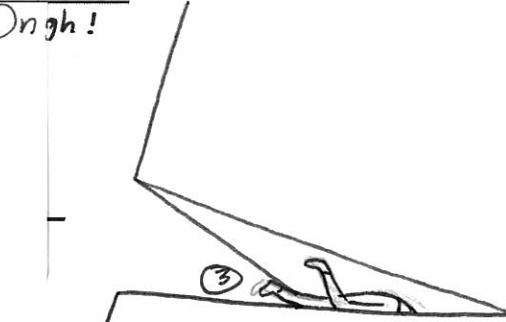
day night



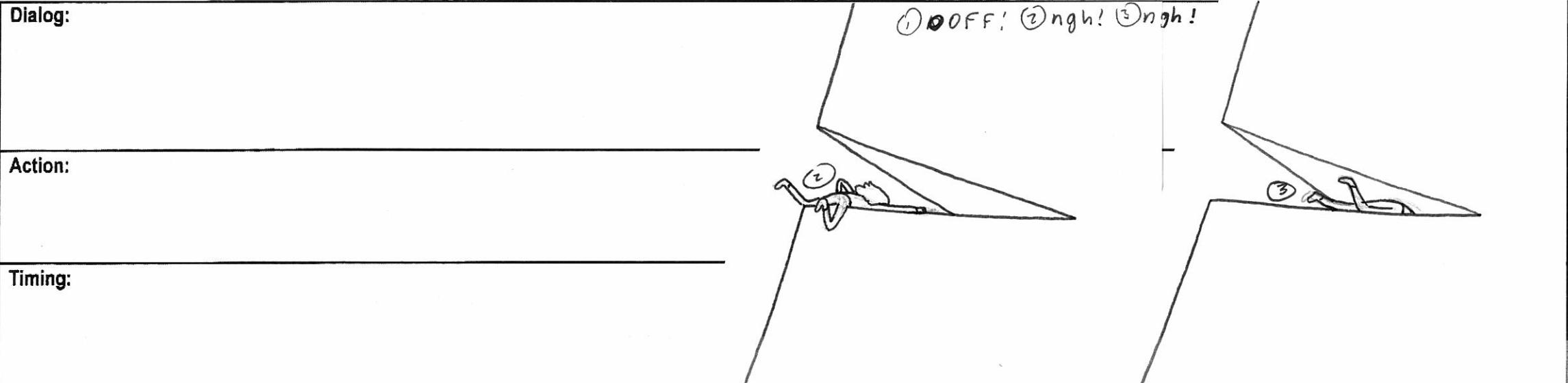
Dialog:

① OFF! ② ngh! ③ ngh!

Action:



Timing:



Production :

EPISODE #

1014-155

ADVENTURE TIME



Page 210

Sc. 190

Pnl. A

Bg.

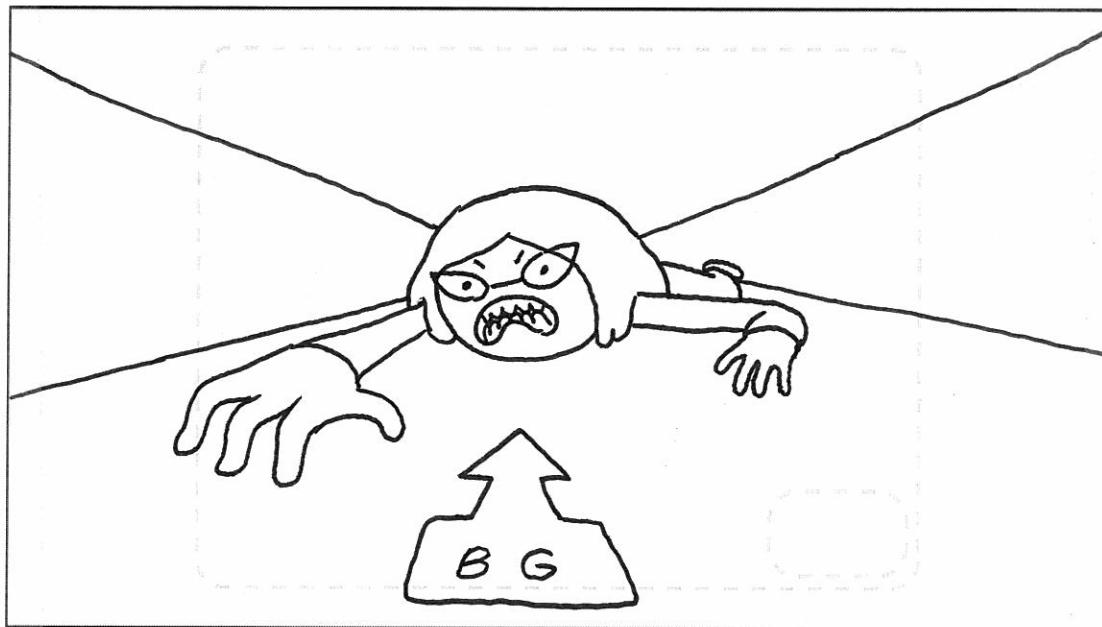
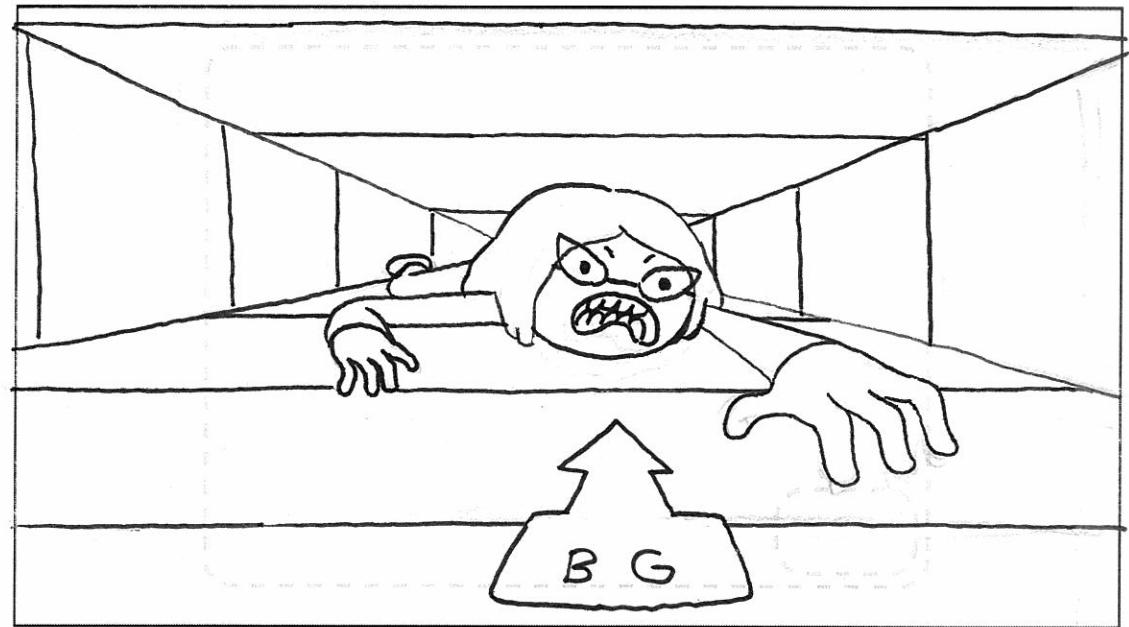
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Betty / ungh!

Betty / ungh!

Action:

cycle panels A + B x 3

Timing:

Production :

1014-155

ADVENTURE TIME



Page 211

Sc. 191

Pnl. A

Bg.

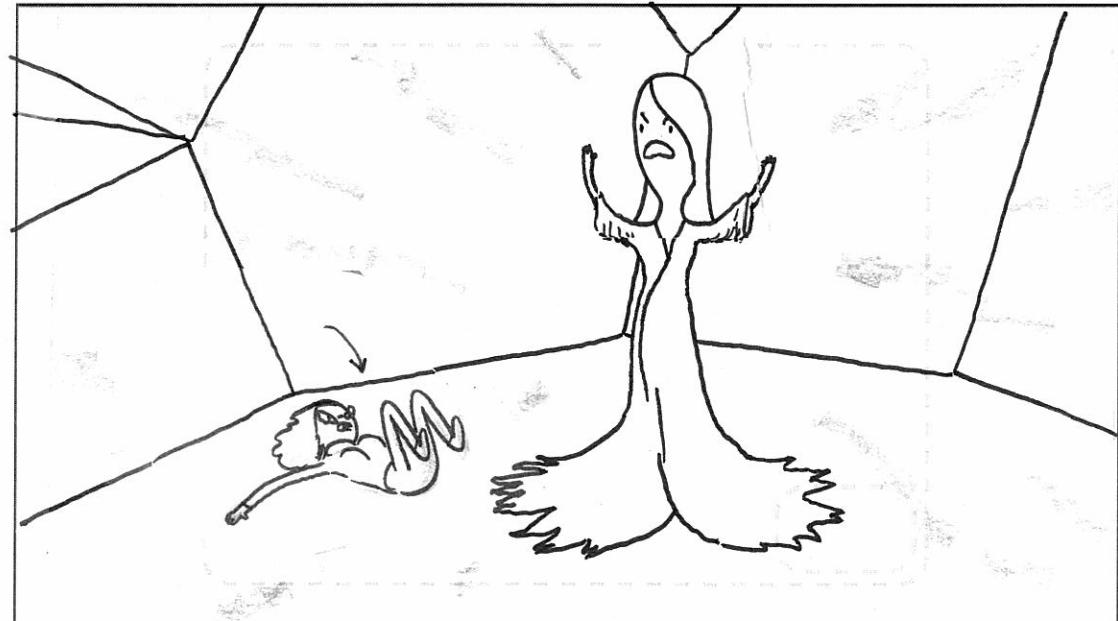
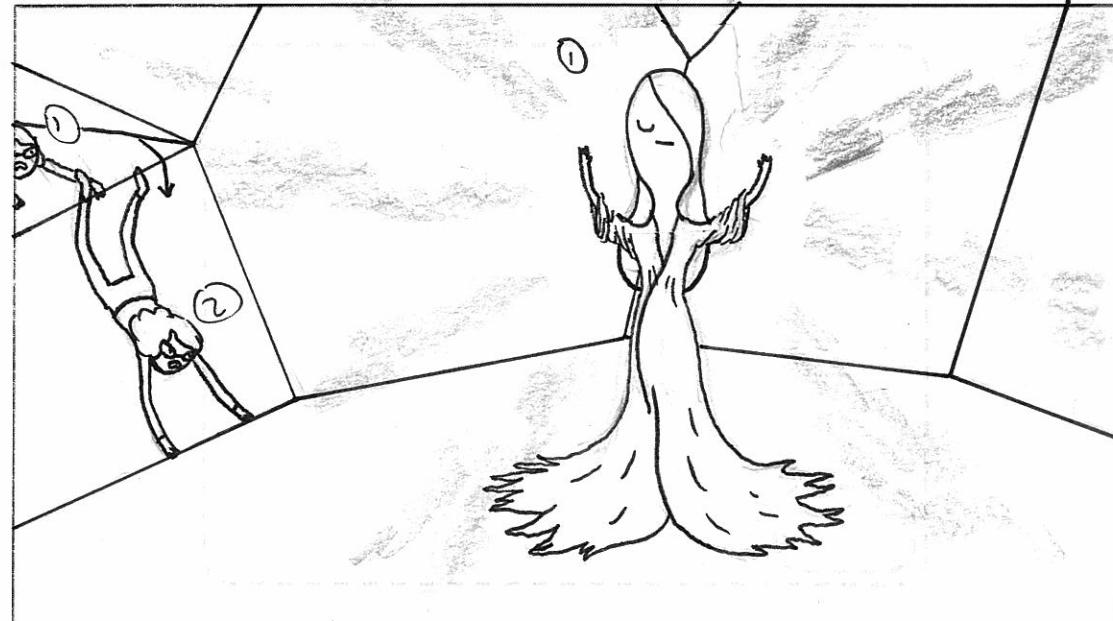
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Betty / unh! vhn!



Bella Noche / (same voice as disembodied head)
HOW THE-?

Action:

Bella Noche sees Betty

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



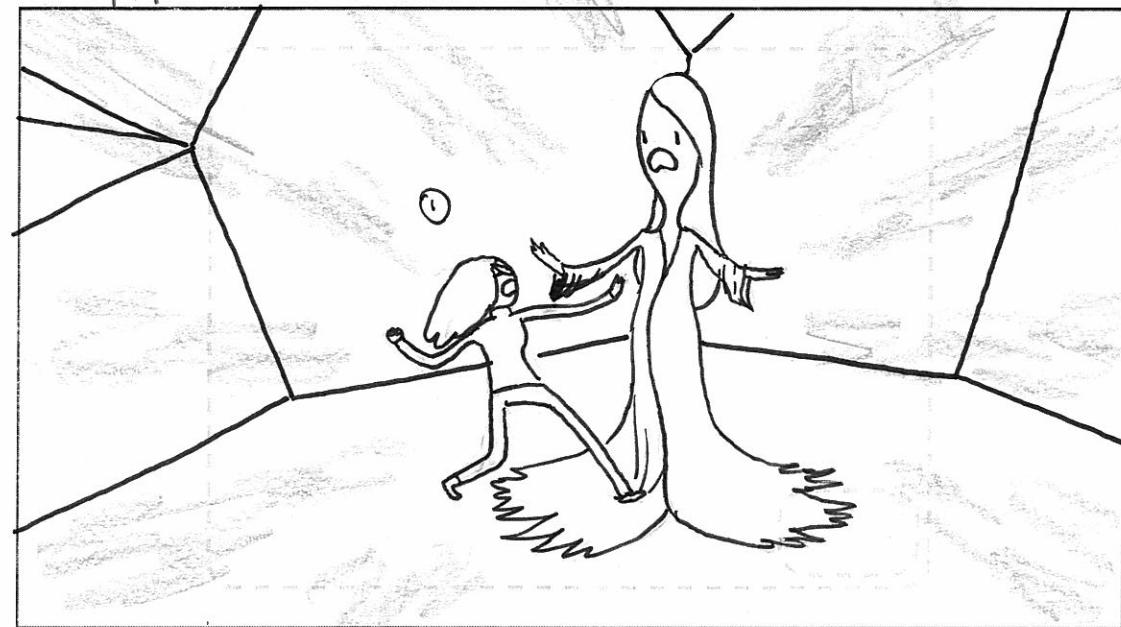
Page 212

Sc. 191

Pnl. C

Bg.

day night

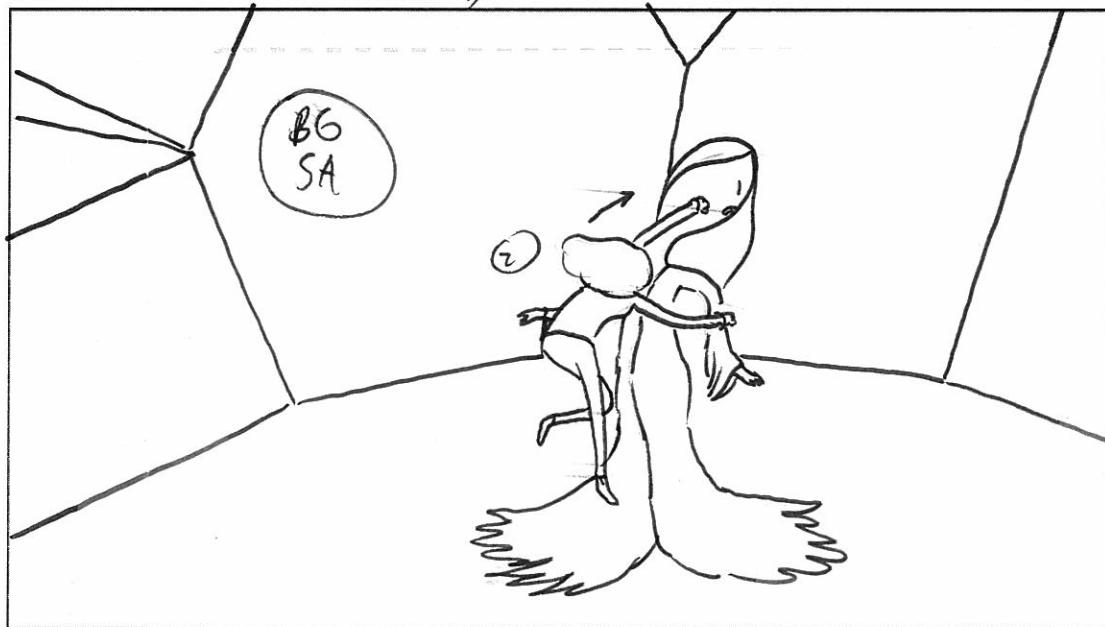


Sc.

Pnl. D

Bg.

day night



Dialog:

Bella Noche! Wait -

Betty! @ SUR! ⑥ PRISE!

Action:



Timing:

EPISODE #

1014-15b

ADVENTURE TIME



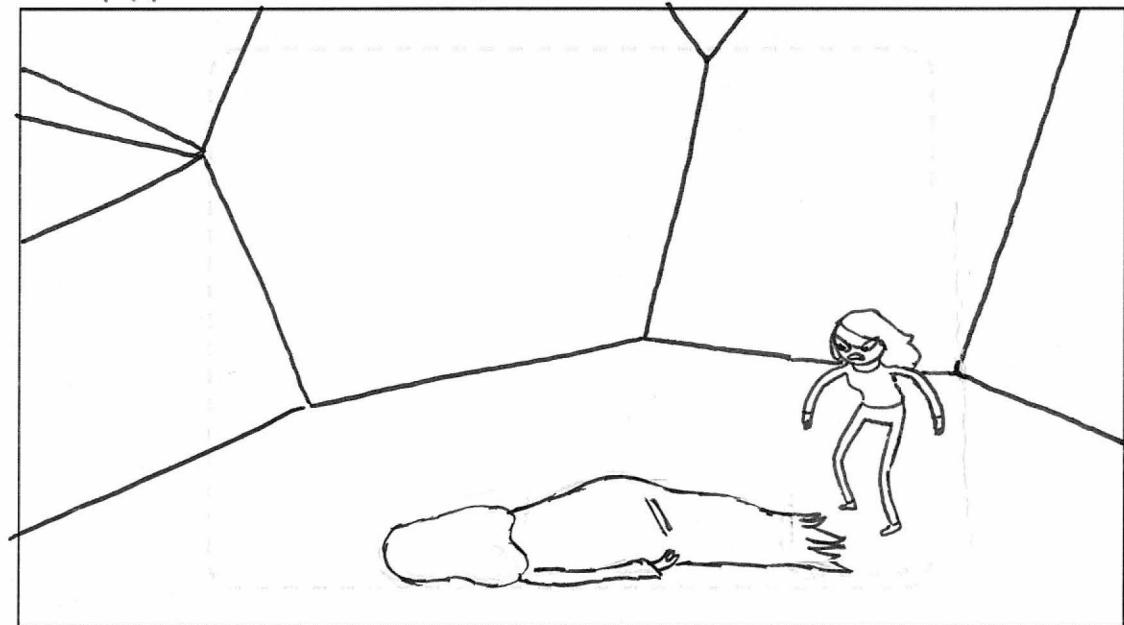
Page 213

Sc. 191

Pnl. E

Bg.

day night

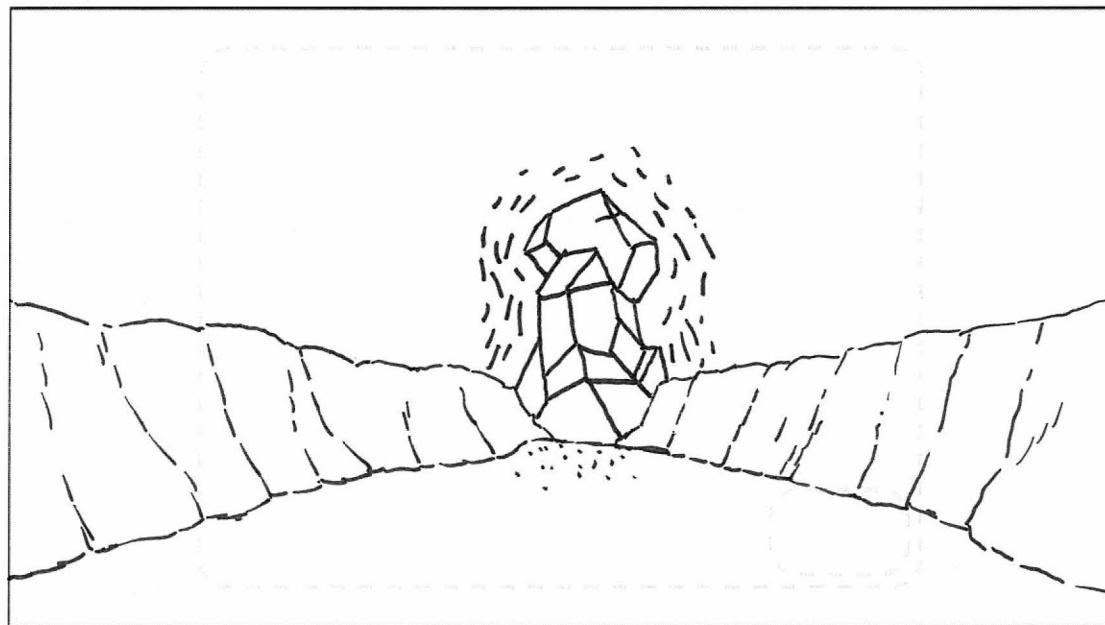


Sc. 192

Pnl. A

Bg.

day night



Dialog:

Betty / - TRANCH !!

alt / ya dope!

RUMBLE RUMBLE

Action:

Timing:

Production :

1014-155

ADVENTURE TIME



Page 214

Sc. 192

Pnl. B

Bg.

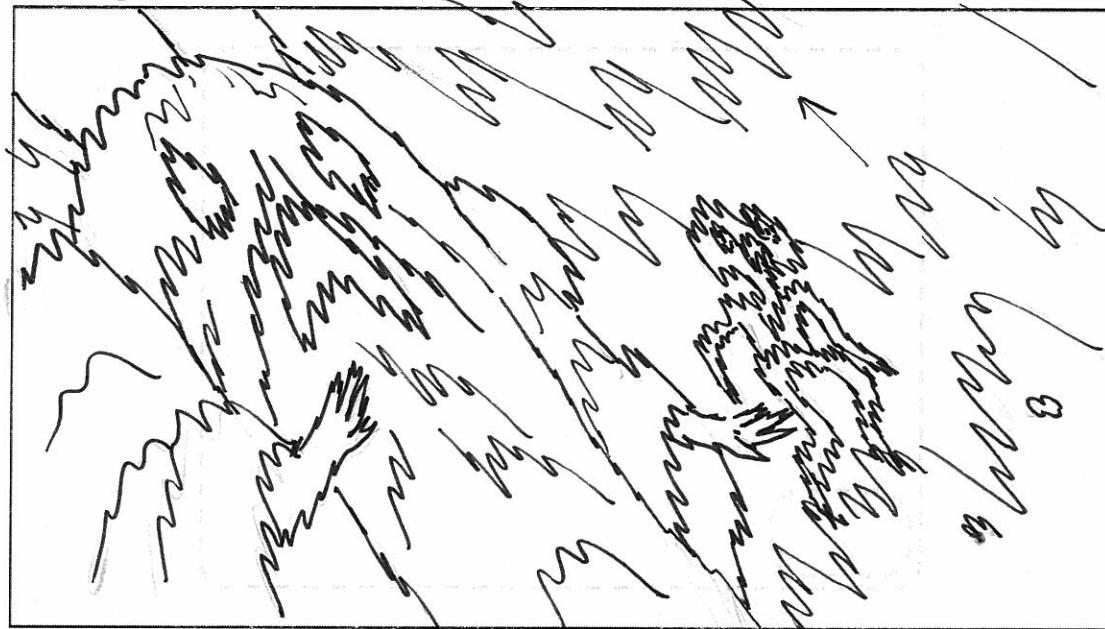
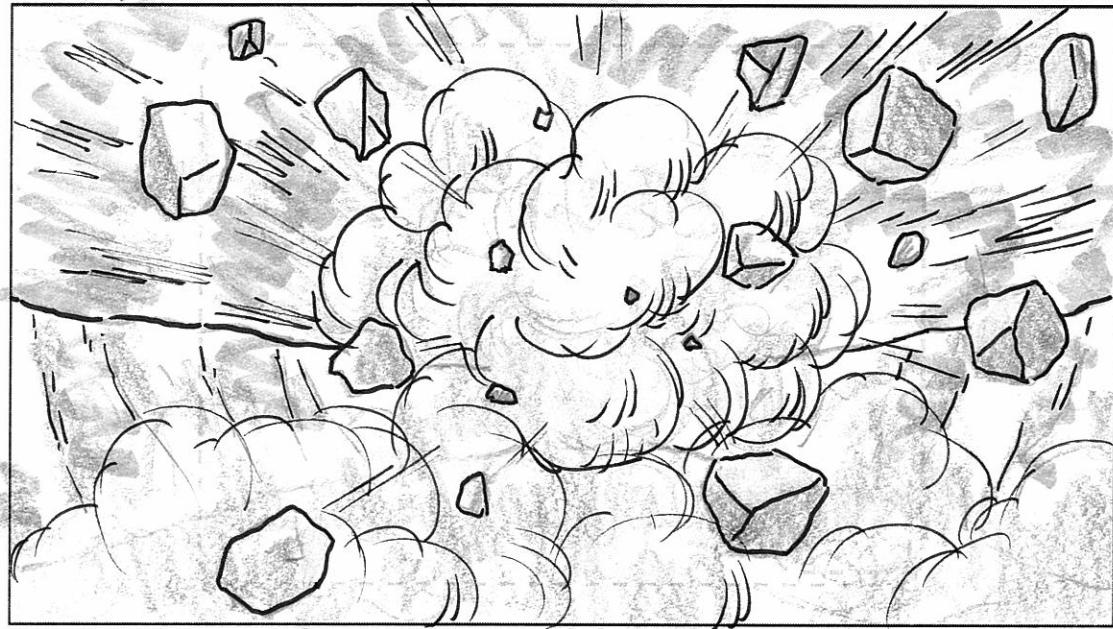
day night

Sc. 193

Pnl. A

Bg.

day night



Dialog:



Ron James + Grand Master Wizard / OH HHHHH

Action:

Waves of energy

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 215

Sc. 193

Pnl. B

Bg.

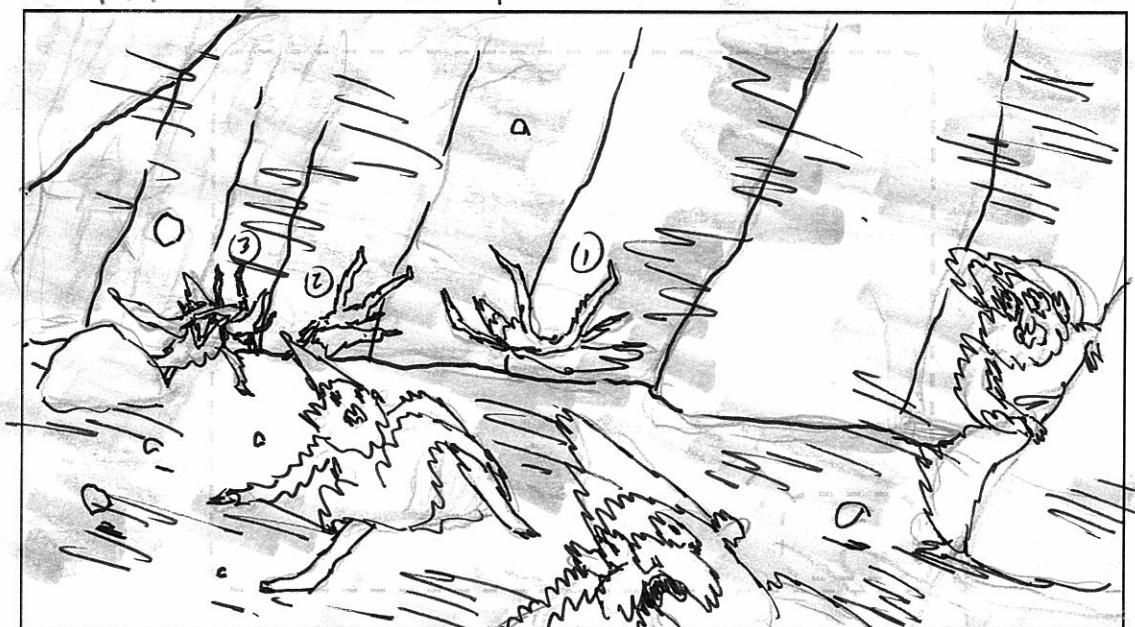
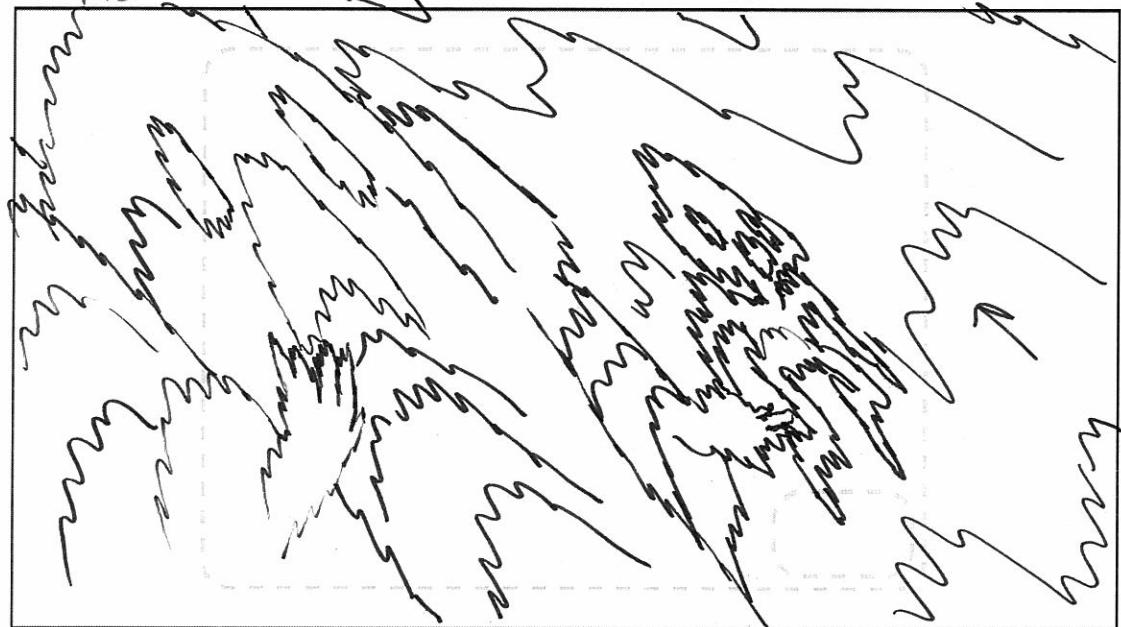
day night

Sc. 194

Pnl. A

Bg.

day night



Dialog:

wizardwalla! OHHH !!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 21b

Sc. 195

Pnl. A

Bg.

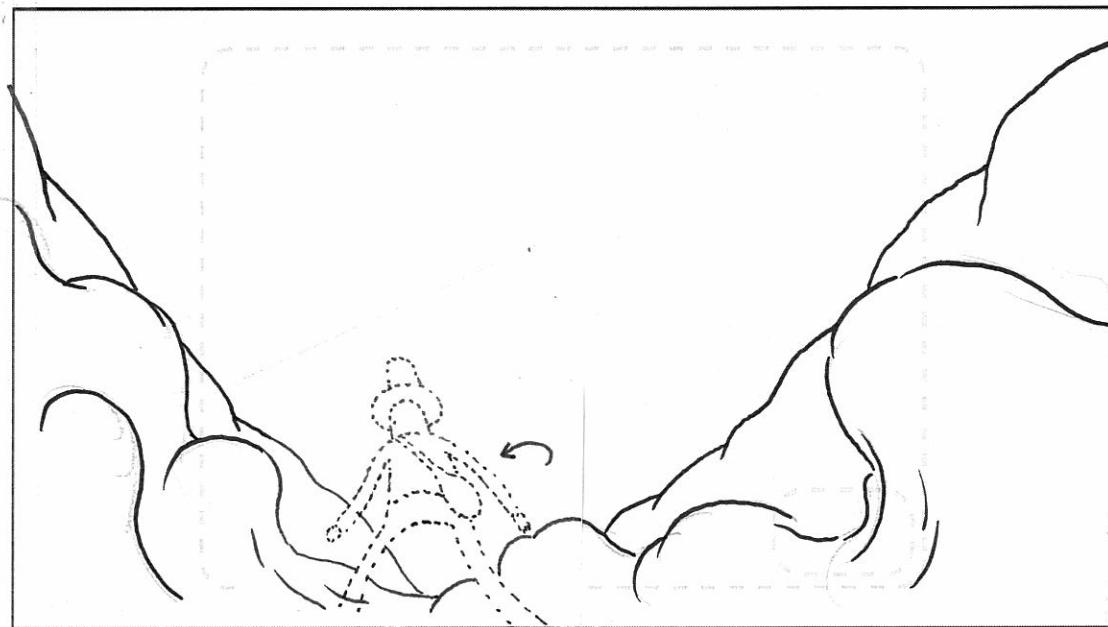
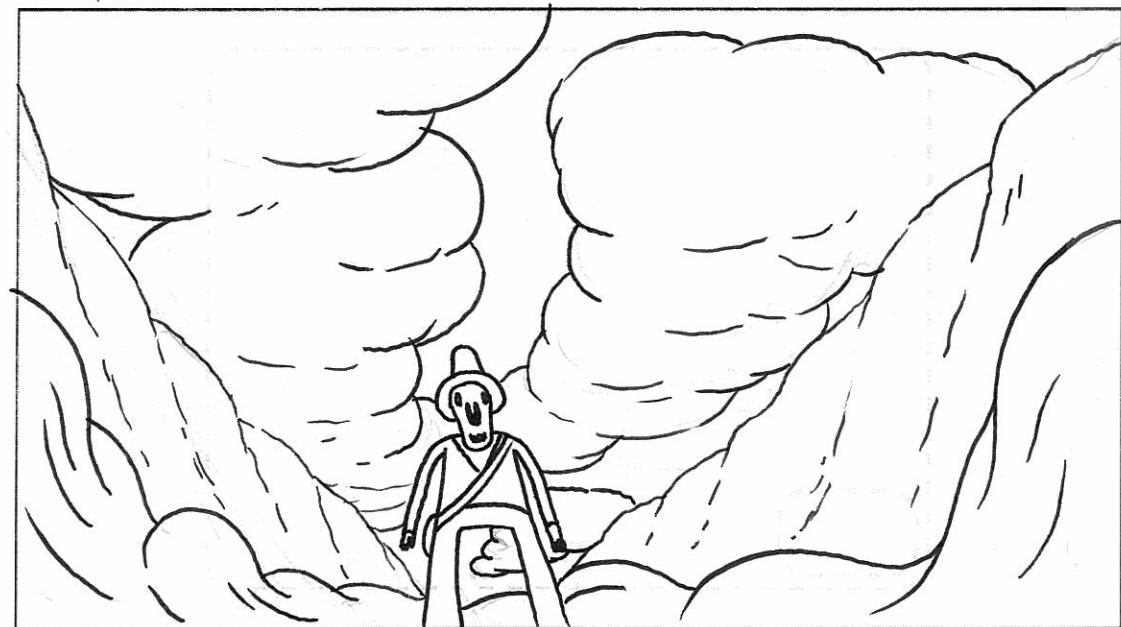
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

Death / You lose Simon.

Death / Sorry man

Action:

② death disappears

Timing:

Production :

1014-155

ADVENTURE TIME



Page 217

Sc. 196

Pnl. A

Bg.

day night

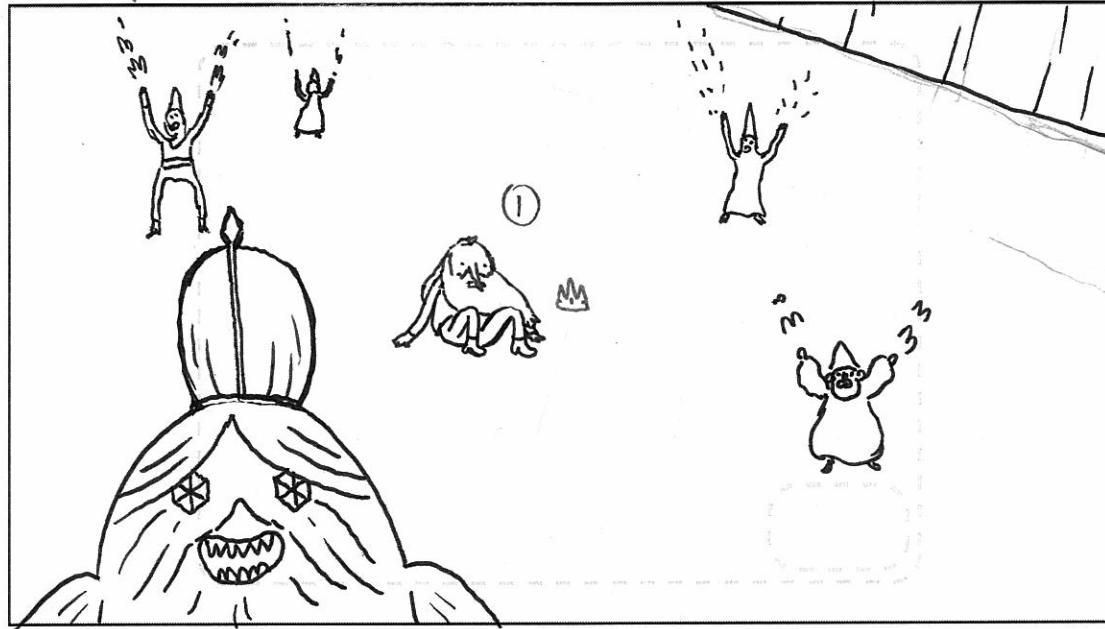


Sc. 197

Pnl. A

Bg.

day night



Dialog:

IK / WA-HUHHH?

Action:

Timing:

IK! What's going on?
① — ③



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 218

Sc. 197

Pnl. B

Bg.

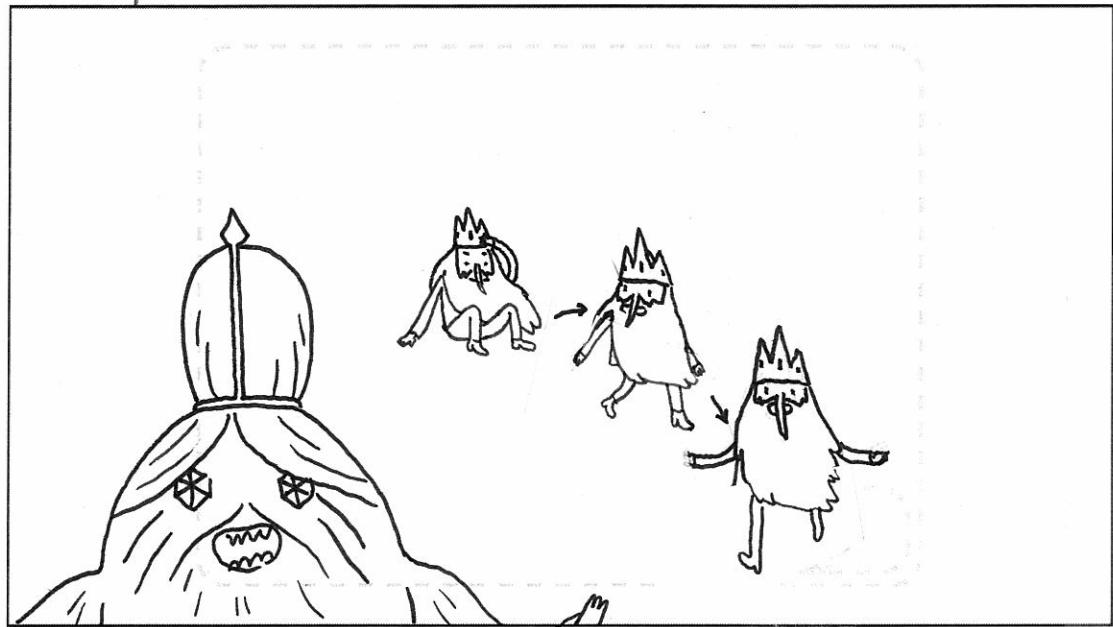
day night

Sc.

Pnl. C

Bg.

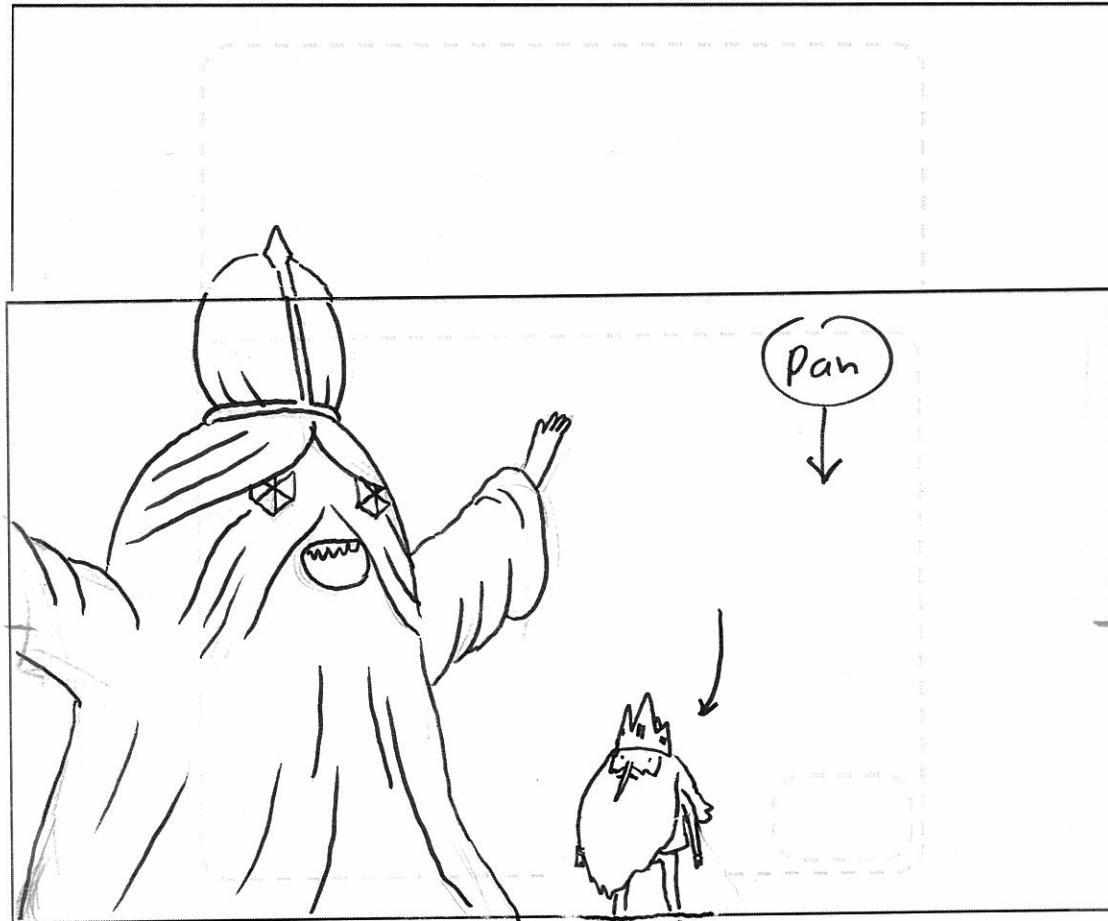
day night



Dialog:
IK / Is this a party ? huh?

Action:

Timing:



GMW! Wizard city is saved!!

Production :

1014-155

ADVENTURE TIME



Page 219

Sc. 198

Pnl. A

Bg.

day night

Sc.

Pnl. B

Bg.

day night



Dialog:

GAAW! HAHAHA!

Ice King/ woah!

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 220

Sc. 198

Pnl. C

Bg.

day night

Sc. 199

Pnl. A

Bg.

day night



Dialog:

GMW! HOORAY!!

Ice King! HAHA!

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



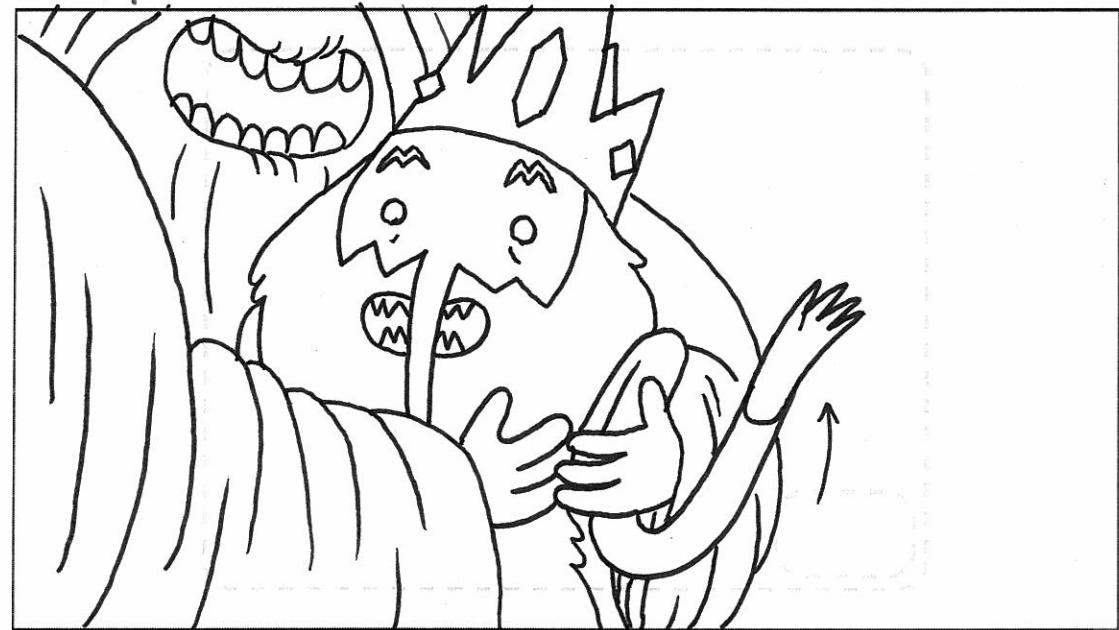
Page 221

Sc. 199

Pnl. B

Bg.

day night

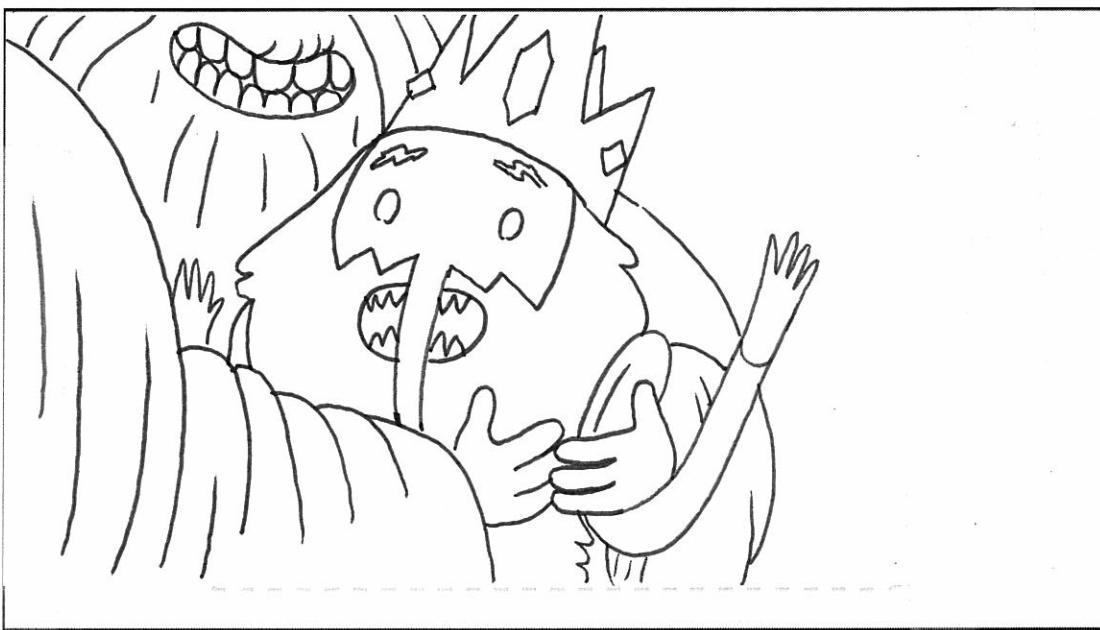


Sc.

Pnl. C

Bg.

day night



Dialog:

Ice King/ Yeah Okay

Ice King/ WHOOPIE !!

Action:

Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page _____

Sc. 200

Pnl. A

Bg.

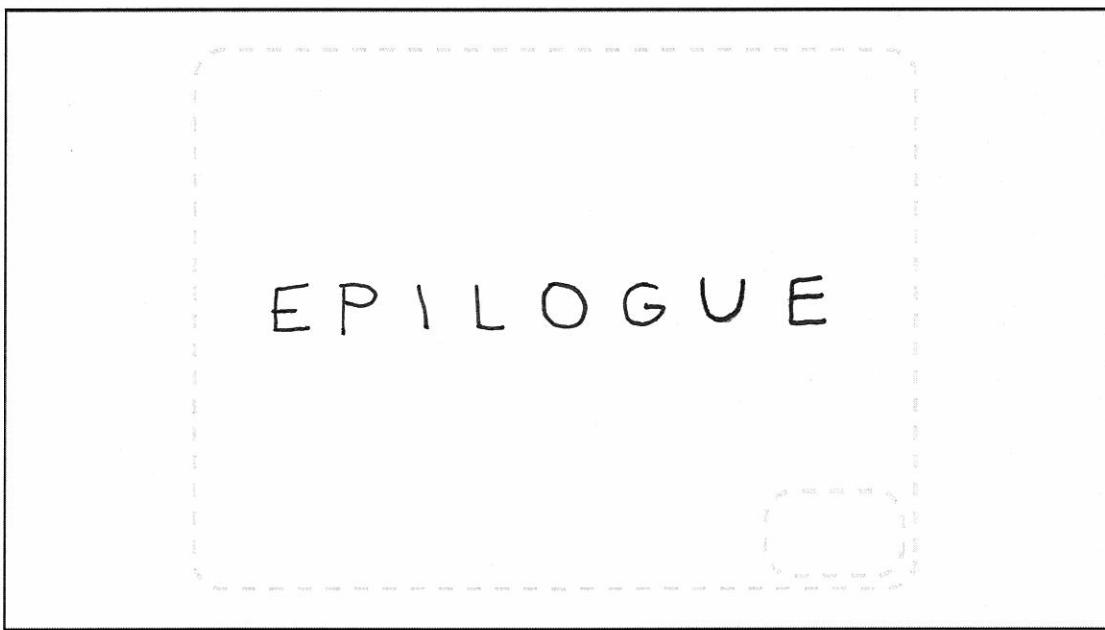
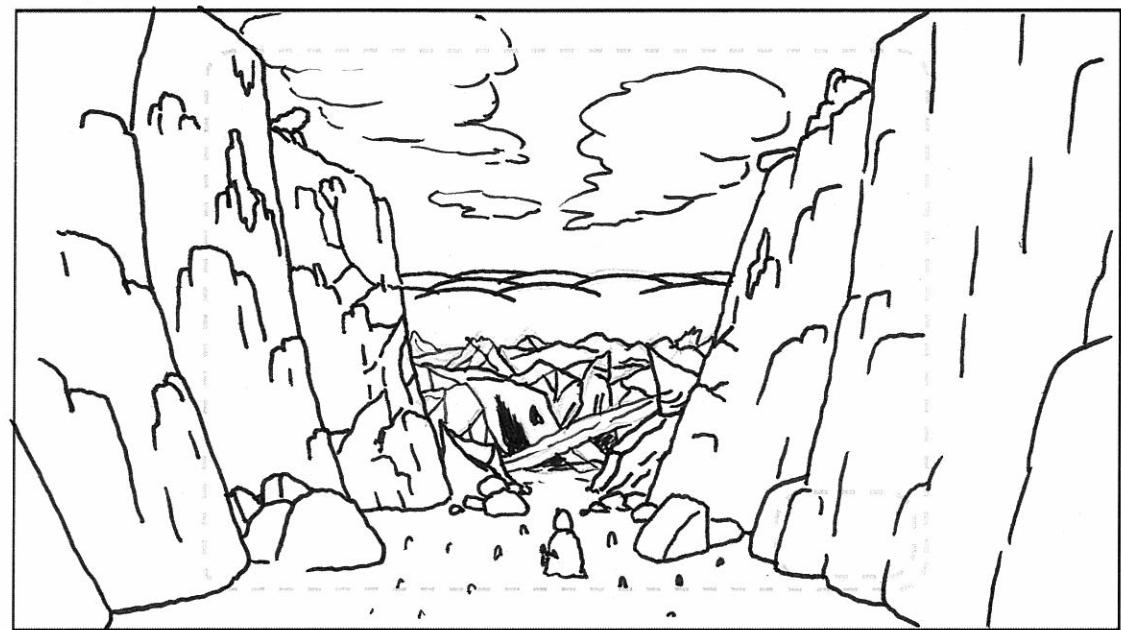
day night

Sc.

Pnl.

Bg.

day night



EPILOGUE

Dialog:

IK! woopie!!!

Action:

Timing:

Production :

EPISODE #

1014-155

ADVENTURE TIME



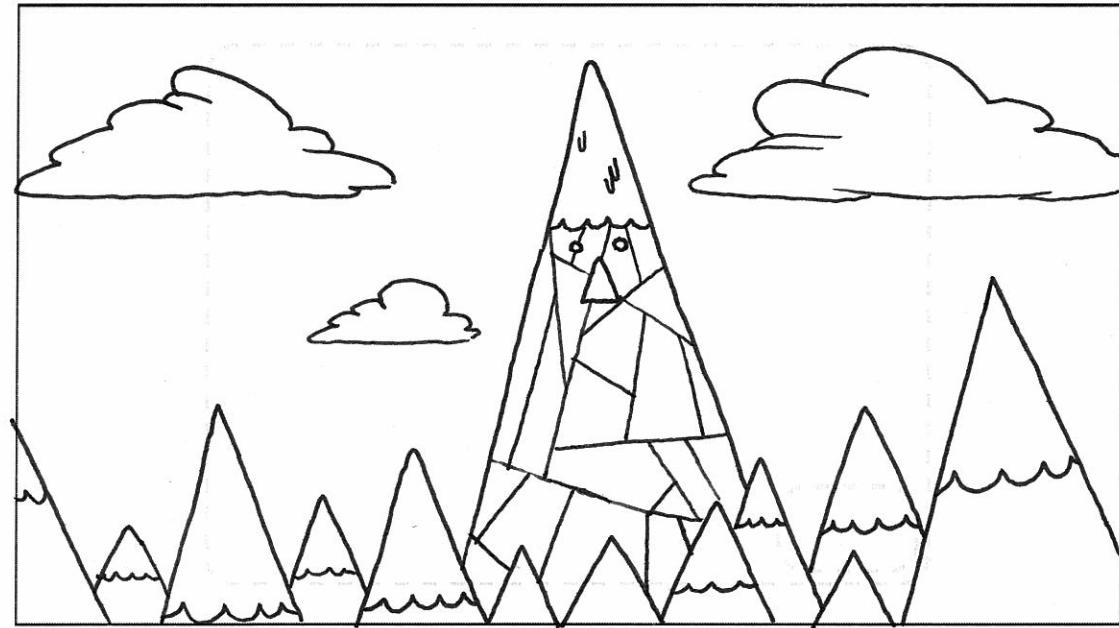
Page 222

Sc. 201

Pnl. A

Bg.

day night

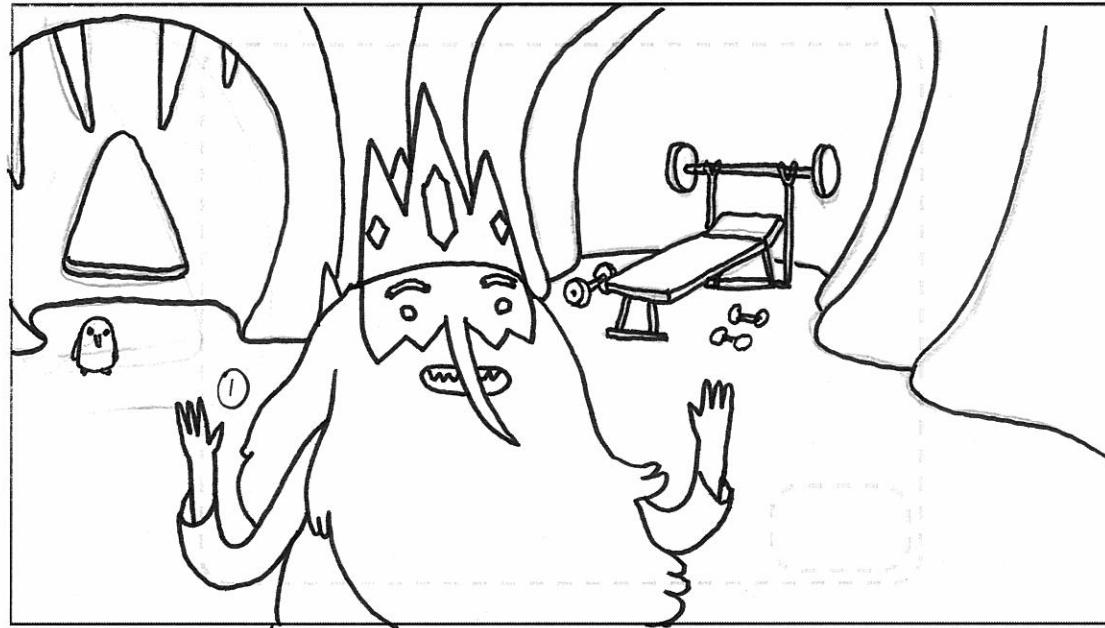


Sc. 202

Pnl. A

Bg.

day night



Dialog: IK / so then Ron James told me →^①this girl I was with..^②FLEW into Bella Noche

Action:

Timing:



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 223

Sc. 202

Pnl. B

Bg.

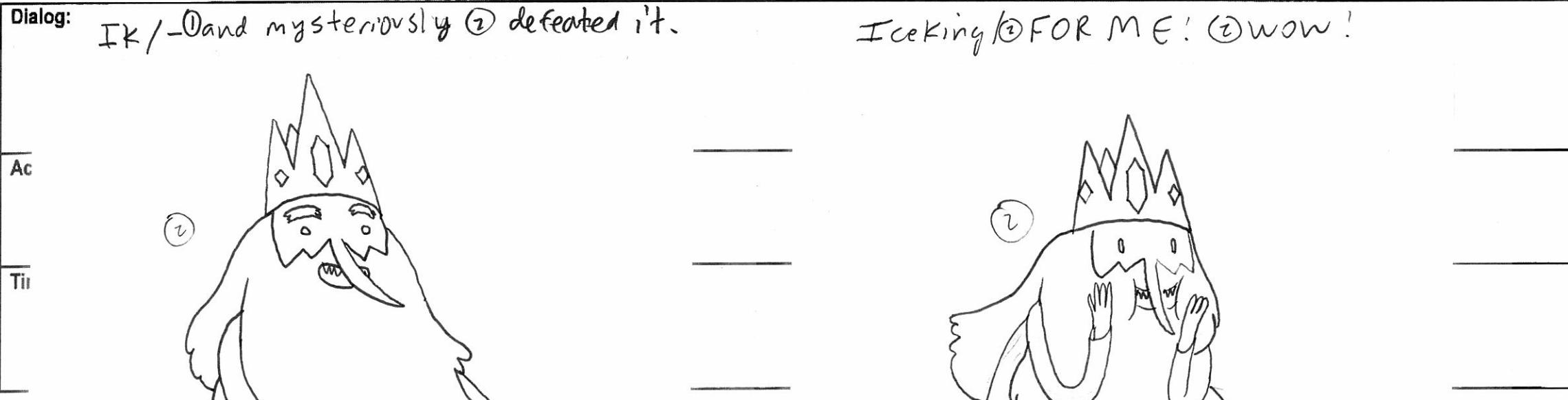
day night

Sc.

Pnl. C

Bg.

day night



EPISODE #

Production :

1014-155

ADVENTURE TIME



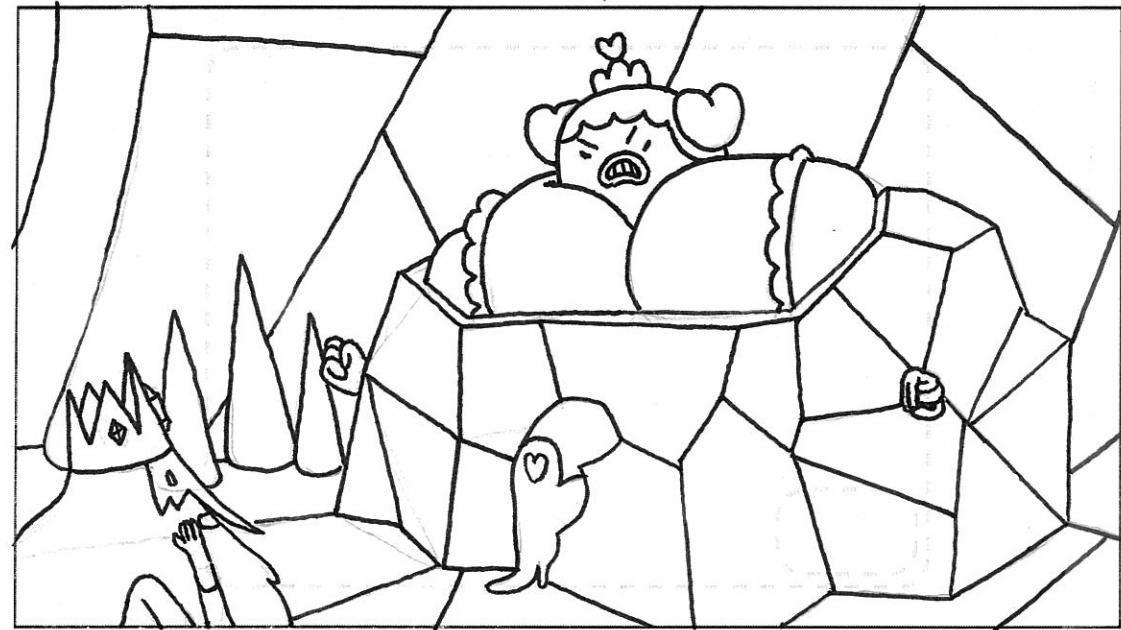
Page 224

Sc. 203

Pnl. A

Bg.

day night

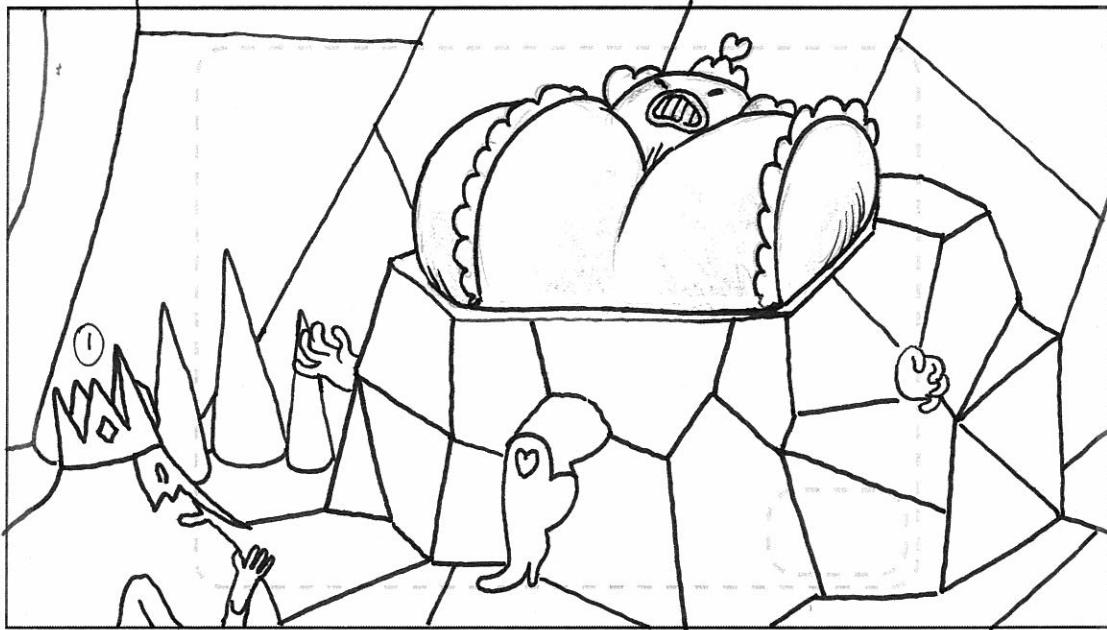


Sc.

Pnl. B

Bg.

day night



Dialog:

IK/ Just my luck right?

Action:

Timing:

IK/ ^①black out for a day and meet ^②the woman of your dreams?



Production :

1014-155

ADVENTURE TIME



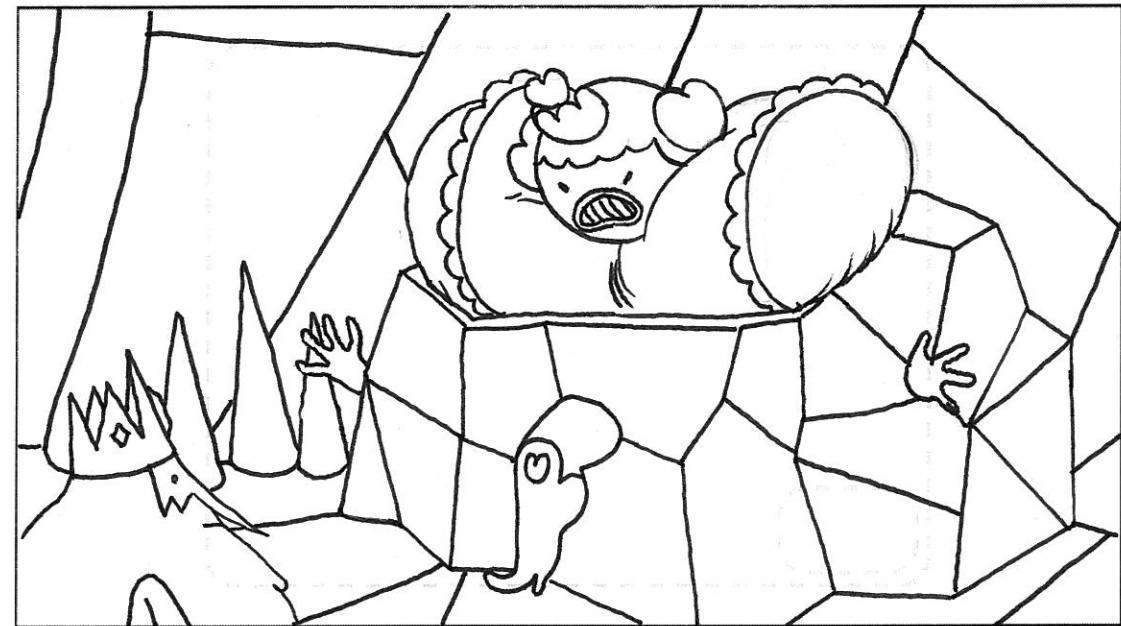
Page 225

Sc. 203

Pnl. C

Bg.

day night

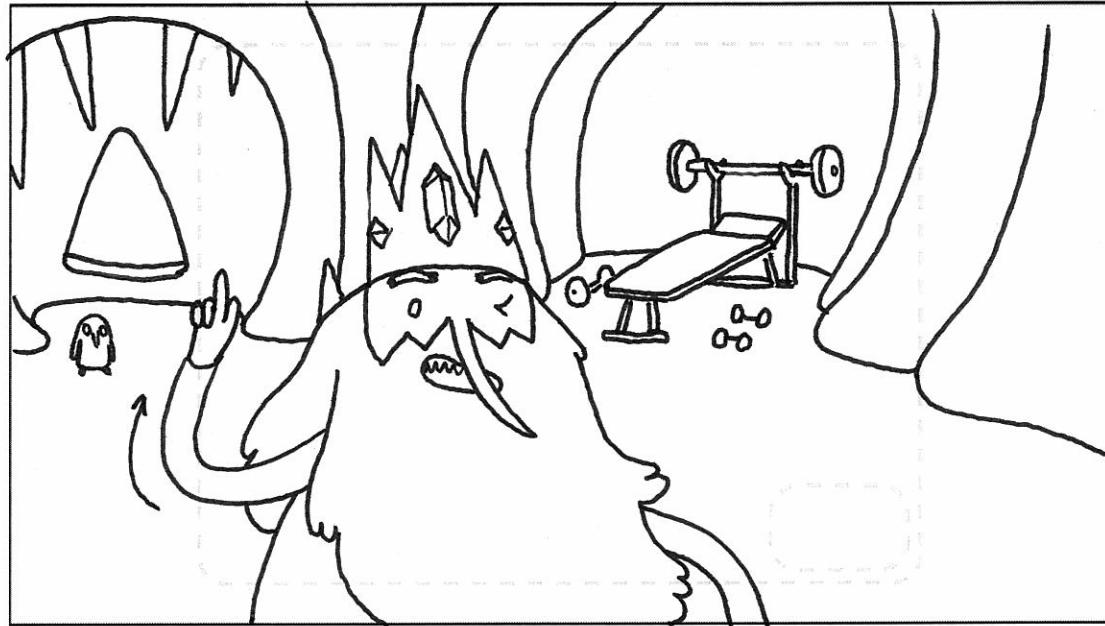


Sc. 204

Pnl. A

Bg.

day night



Dialog:

Muscle Princess! I WILL GET YOU !!

IK/ Hey don't be jealous muscle princess !

Action:

Timing:

Production :

1014-155

ADVENTURE TIME



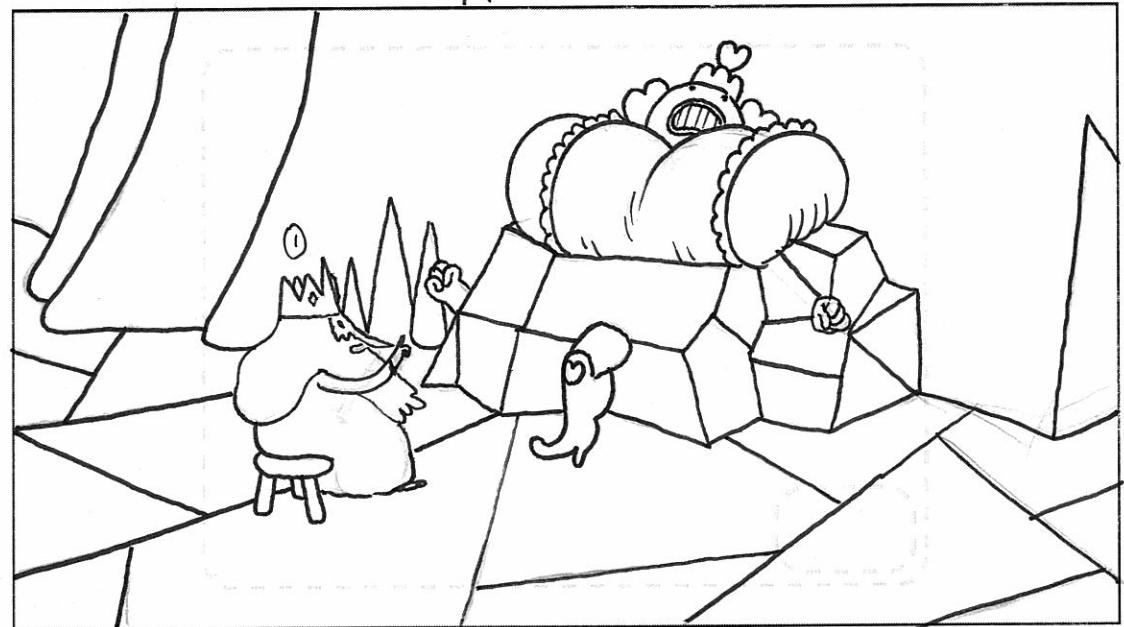
Page 22b

Sc. 205

Pnl. A

Bg.

day night



Sc. 206

Pnl. A

Bg.

day night



Dialog: IK/① She's gone !② KABLOOIE !

IK/ But let's be realistic -

Action:



Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 227

Sc. 206

Pnl. B

Bg.

day night

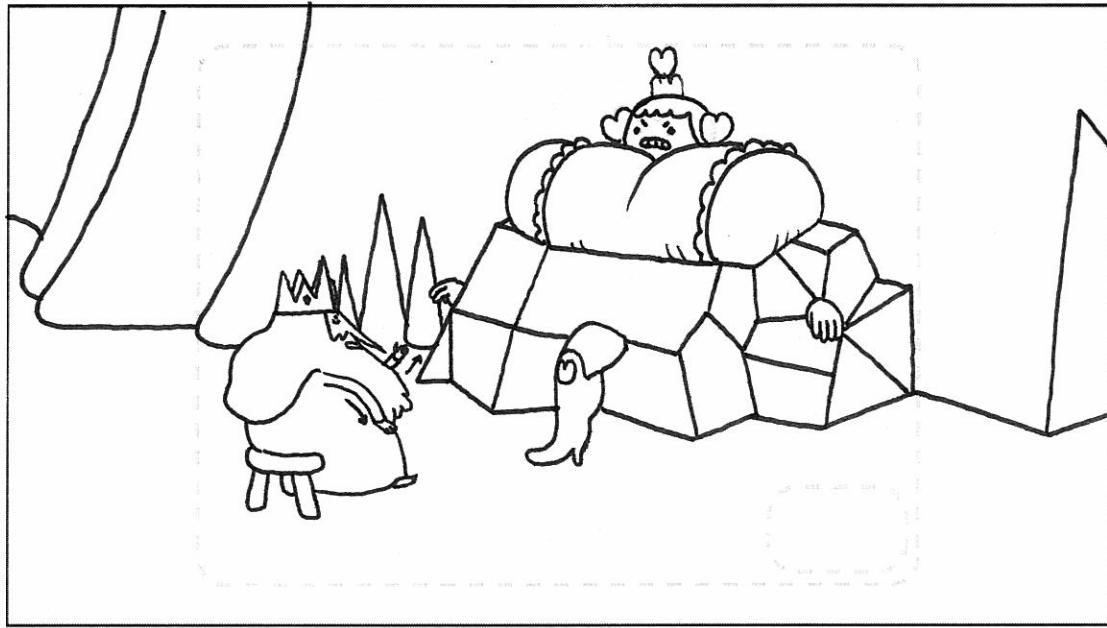


Sc. 207

Pnl. A

Bg.

day night



Dialog:

I K (cont) / - right ?

Action:

Timing:

I K (1) we both know your not ② my top pick but-



Production :

1014-155

EPISODE #

ADVENTURE TIME



Page 228

Sc. 207

Pnl. B

Bg.

day night

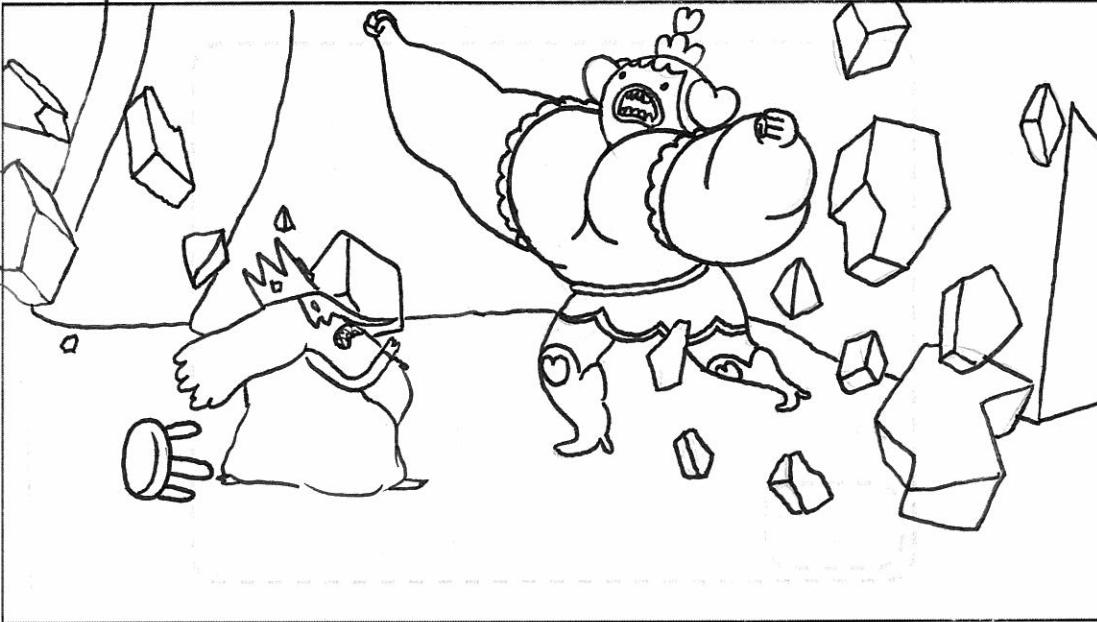
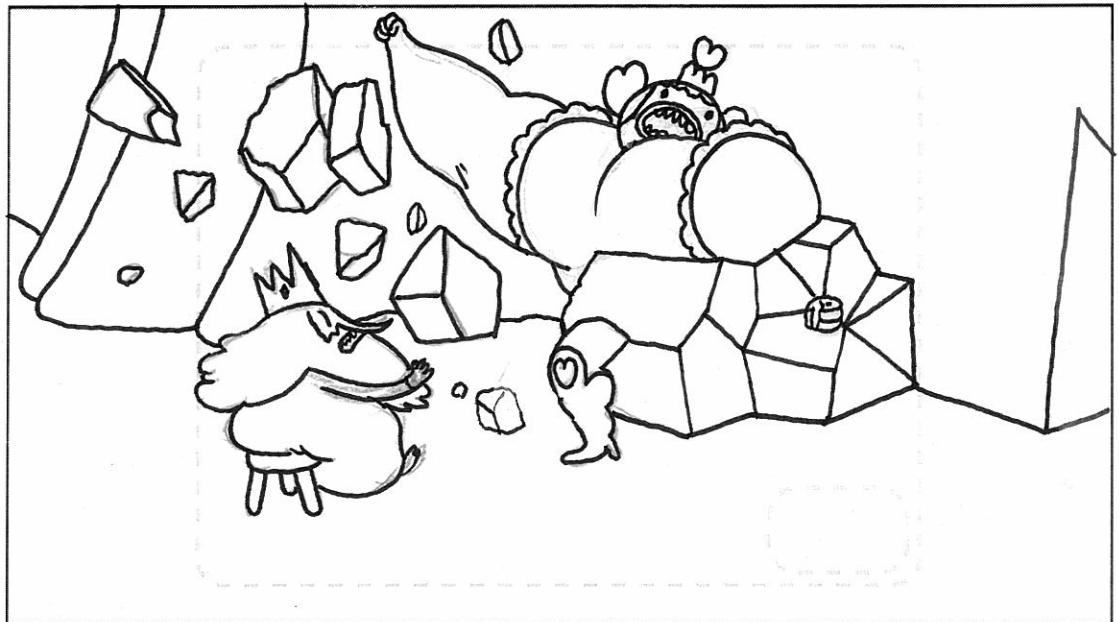
Sc.

Pnl.

C

Bg.

day night



Dialog:

sfx/ BOOSH

Ice King/ woah!

Muscle Princess/ RARGG!!

Ice King/ Oh Grod!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 229

Sc. 207

Pnl. D

Bg.

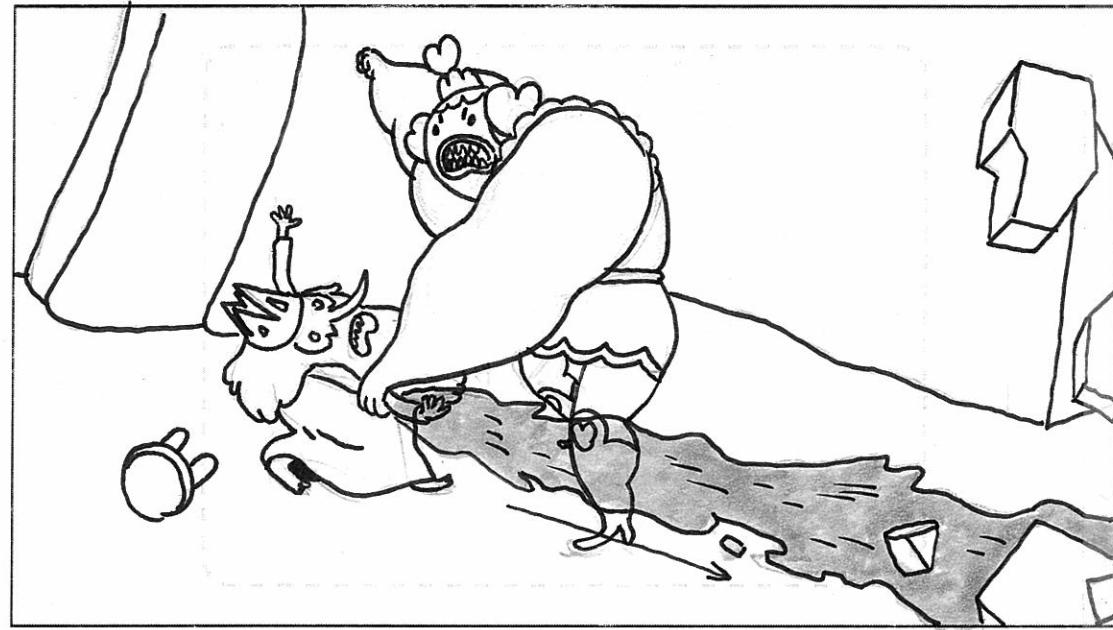
day night

Sc.

Pnl. E

Bg.

day night



Dialog:

IK/ NOO !!

IK/ AAAAH



Action:

Ice King shoots a blast of ice

Timing:



EPISODE #

Production :

1014-155

ADVENTURE TIME



Page 230

Sc. 206

Pnl. A

Bg.

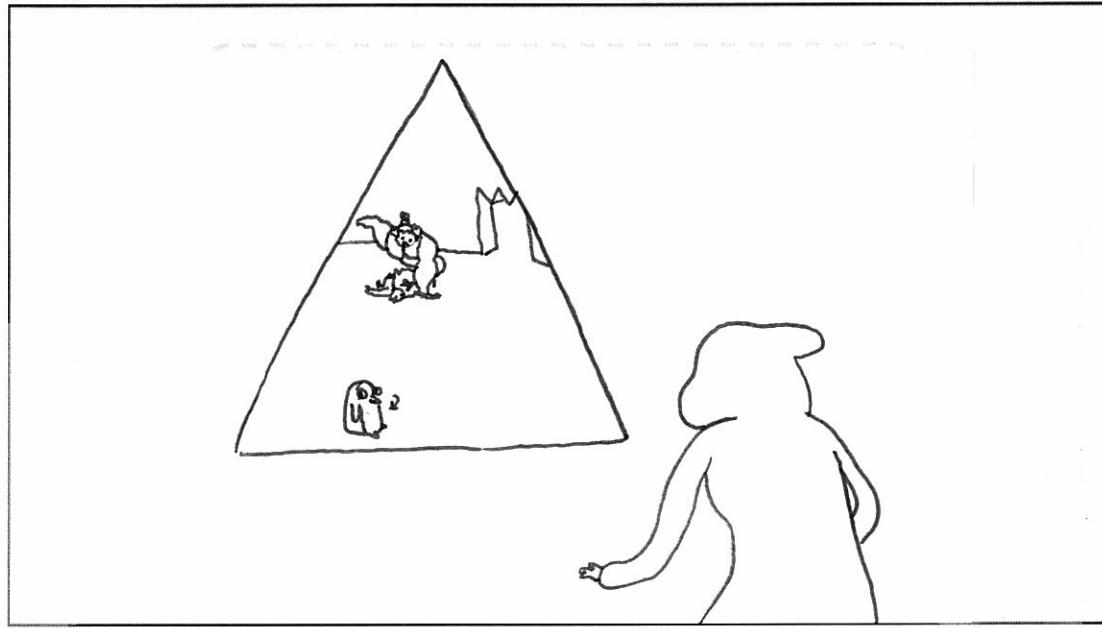
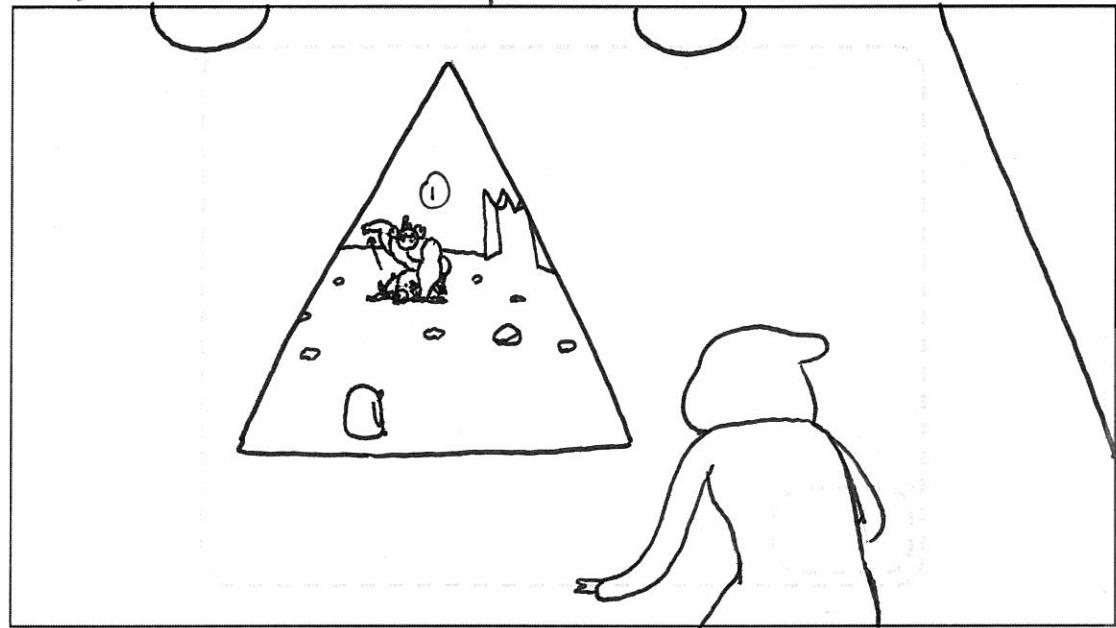
day night

Sc.

Pnl. B

Bg.

day night



Dialog:

IK / AHH!! GO HOME!!

(punch punch)



Action:

IK/ YOU can go!! AHH!!

(punch punch)

Gunther turns around



Timing:

Production :

1014-155

EPISODE #

ADVENTURE TIME



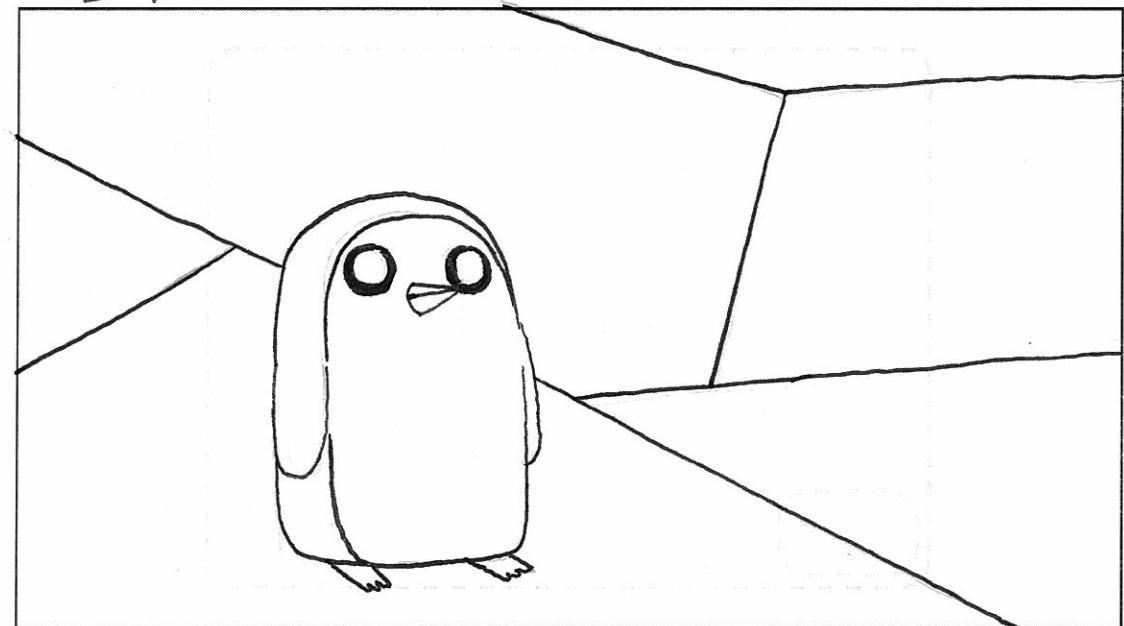
Page 231

Sc. 209

Pnl. A

Bg.

day night



Sc. 210

Pnl. A

Bg.

day night



Dialog:

Ice King (os) / GUAGHH!!

IK! You're too big anyway !!

Action:

Timing:

EPISODE #

Production :

1014-155

ADVENTURE TIME

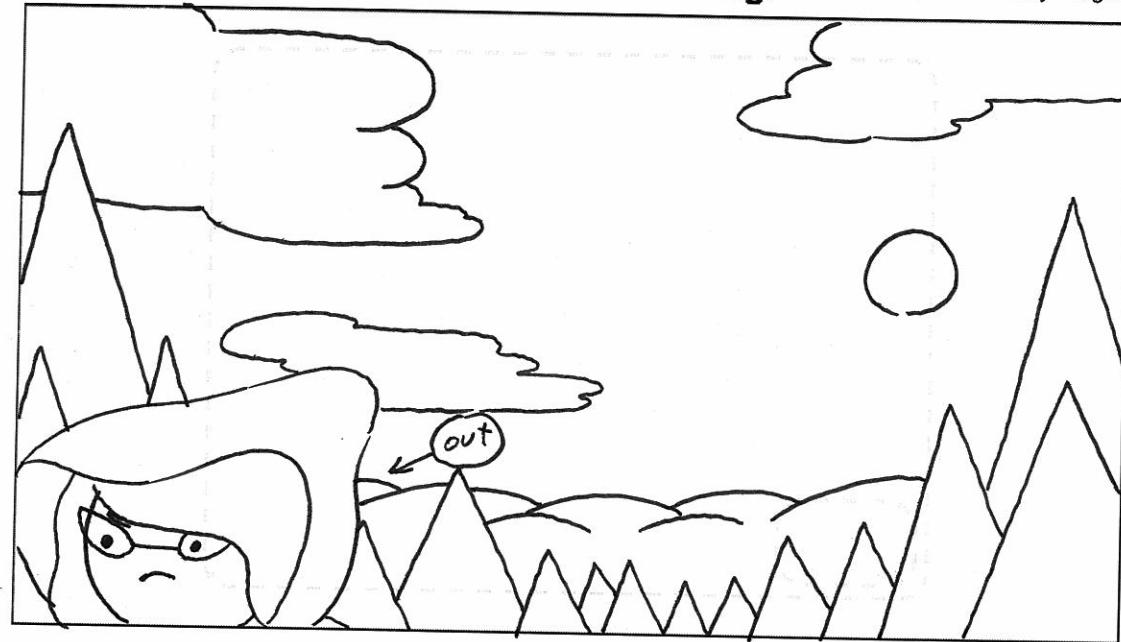


Sc. 210

Pnl. B

Bg.

day night

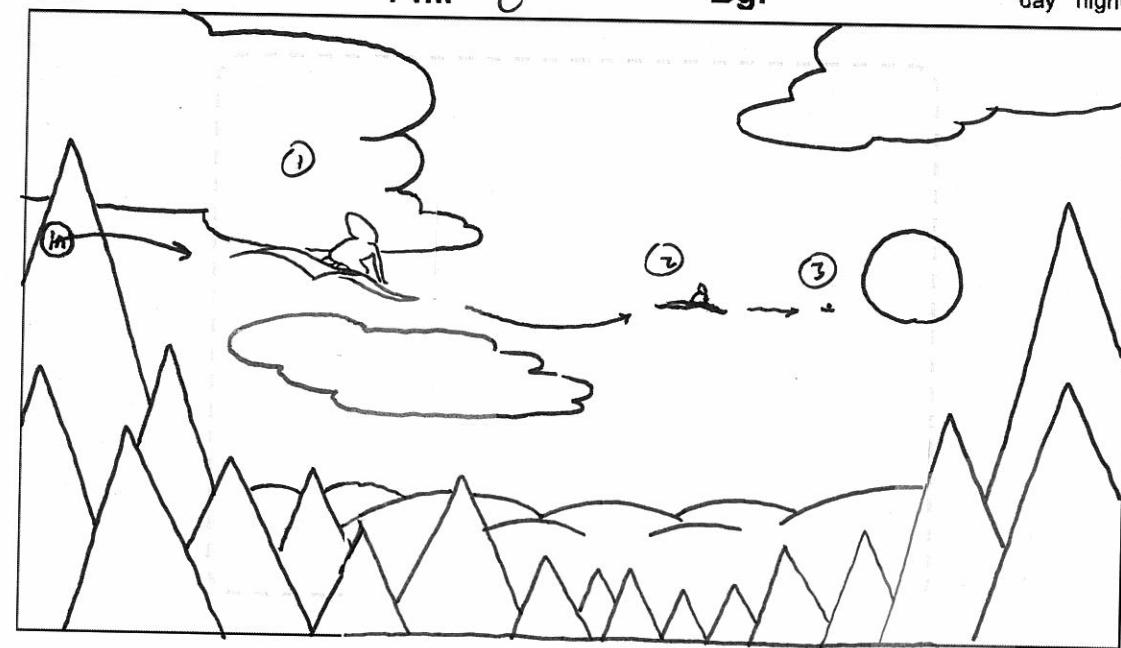


Sc.

Pnl. C

Bg.

day night



Page 232

Dialog:

Ice King / AHHH!!

Muscle princess / I'm out!

Action:

Timing:

EPISODE #

Production :

1014-155